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NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 4

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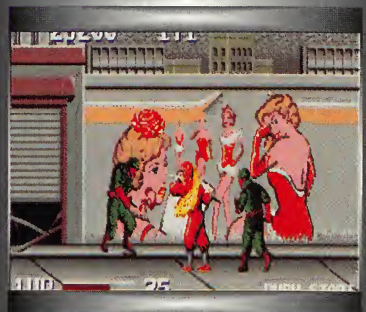
All Art By:
Terry Wolfinger
(The real Bomberman)



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THE

EDITORIAL ZONE



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We're back! (from the show that is). My voice is gone and my feet hurt but here's some insight on the CES. Revolutionary ... Two games, Nintendo's first SFX game Starfox (with special thanks to the dome and those Nintendo girls), and Silpheed by Game Arts (which was mysteriously tucked away between those goofy "Make your own Video" games). Both these titles made me quiver. Other surprises were Alien 3 and Mortal Kombat on the SNES by Acclaim, Taz-Mania and Aero the Acrobat from Sunsoft, Rocket Knight Adventures and both Toons games by Konami, Final Fight CD from Sega, Vikings from Interplay, Flashback from U.S. Gold, Pugsley's Scavenger Hunt from Ocean, Fatal Fury on Genesis from Takara, Terminator CD from Virgin, Sony's Dracula CD, Hudson's Dungeon Explorer 2 and Lords of Thunder, and too many more to list. (Check out our CES special.) But perhaps the biggest story is what wasn't at the CES. Although the Neo Geo seems to be in for it's biggest year ever, there was no booth. Nadda. And Atari was also absent. No new Lynx stuff and no new system. It's hard to understand these no-shows when thousands of consumers are waiting for new screen shots and information. If you're not going to show up at CES, at least provide the press with the necessary information so that we can report to your valuable customers. And lastly, there are some potential new comers to the video game arena, 3DO and Pioneer's LaserActive. Both of these systems show extreme promise for the future as they are way ahead of their time. Other new products to keep your eye on are Sega's "Virtua" Virtual Reality system, Nintendo's new CD-ROM, and Hudson's new 32-bit machine, all three of which show great promise and are in the not too distant future. So after four days of conversation and thumb pounding, my overall outlook is incredibly optimistic. There were fewer bad games at this CES than in previous years and for a Winter show, there were a lot of nearly completed quality games. We've definitely got our work cut out for us and that's the way we like it.

Dave Halverson

Chieftan

VIEWPOINT



MORREY SPECIAL K



SKID



BRODY TOM SLICK



THE ENQUIRER

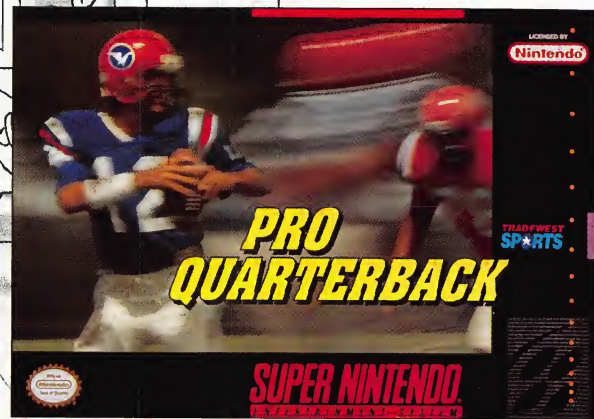
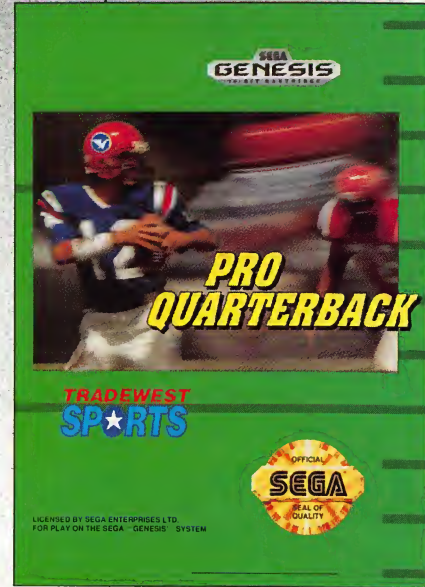
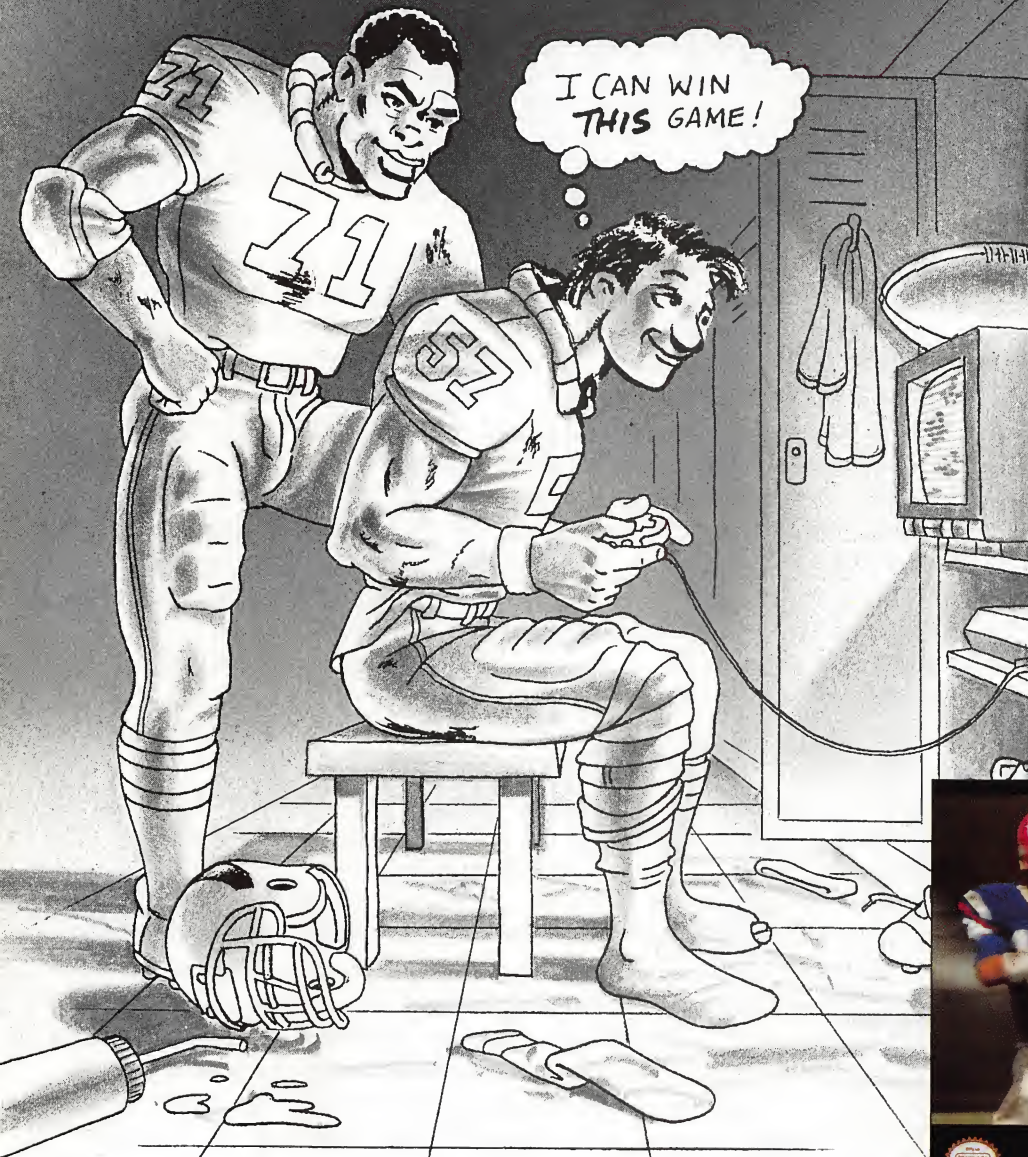


K. LEE



99

The Season's never over with Pro Quarterback



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HOCUS-POCUS

Travel With Thy Controller In Hand To a Land Where Cheaters Prosper.

BY MORREY & TOM SLICK



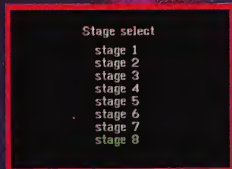
Street Fighter 2
(SNES Action Replay)
For slow fireball's type:
7E0C B91A
For High fireball's type:
7E10 0A70

For Missing
Backgrounds:
7E00 A249
Burning uppercuts:
7E0E F201
Modified backgrounds:
7E03 01B6



Street Fighter 2
(SNES Game Genie)
Boss Code:
10A4 0767 and FOAE 6D04
Choose versus mode
then change the back-
ground to one of the
boss stages. Player 2
will be that boss!

Air moves:
EE61 6D69
Auto sonic booms:
BF67 6760
Auto Flash Kick:
BC67 6760
Forever Stars:
A367 6765



**Bio Hazard
Battle
(Genesis)**
Level select:
As soon as
the Sega logo appears
press and hold C.

Then, (while holding C)
at the title screen
press UP, UPPER
RIGHT, RIGHT,
LOWER RIGHT,
DOWN, DOWN LEFT,
LEFT, UPPER LEFT,
and UP. Press the
START button and
select what stage you
want to start at!

Action Replay code
(LIVES)
FFF2480003



Black Hole Assault (Sega CD)

Hidden Game:

At the name entry screen enter AZY
then return to the menu screen and
select OPERATION BHA then choose
AZY. This will let you play "Black Ball
Assault".

Visual Scenes:

At the name entry screen enter FOMA
then return to the menu screen and
select OPERATION BHA then choose
This will let you watch the visual
scenes without playing the game!

Super Star Wars (SNES)

Start the game with any character and level select:

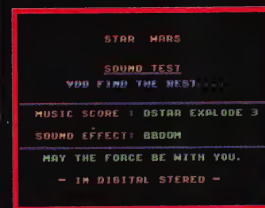
On the title screen (when it says START GAME) press A, A, A, A, X, B, B, B, Y, X, X, X,
X, A, Y, Y, Y, Y, B. If the code works properly you should hear a Jawa squeal!

Hidden option screen:

Start the Game then press and hold down A,B,X, Y then press START.

This will take you to a Hidden option screen.

Enter: X, B, B, A, Y for 5 continues. Enter: Y, Y, X, X, A, B, X, A for your Light Saber.



Sonic 2 (Game Gear)

Stage select:
Press and hold:
LOWER LEFT on
the control pad
along with the 1
and 2 buttons.
Wait until the title



screen appears then watch tails. on
the third blink (while his eye is
shut) press start. This will put
you to a stage select!



VIEWPOINT

HONESTY IS OUR ONLY EXCUSE

Hot on the heels of the Winter CES in Las Vegas, we've all gathered round to write Viewpoint, and after hours of yelling and arguing here's our honest opinion on this month's offering. But before you get into it let me tell you one thing: you have got a lot to look forward to. 1993 and 1994 are going to be incredible years for video game players. Make sure to tune in to Viewpoint every month to make sure you don't miss a thing (and you don't get burned with a bad game). Remember, "Honesty is our only excuse."



Nintendo

Sega

Atari

Neo Geo

SKID'S PICK

I reeeaaally liked Battletoads and Starfox, but the game I've played the most this month is Tiny Toons Genesis. Boing ... Boing ...

BRODY'S PICK

No question about it, Starfox is the only choice you need to make. An amazing game that sets new standards.

TOM SLICK'S PICK

It was tough. I liked Ecco because of its originality, but the SNES version of Tiny Toons is a game I'll play over and over.

THE ENQUIRER'S PICK

This month was easy. Starfox for the SNES is the only real choice, because the best game always picks the best game!

RATED BY:

SKID

BRODY

TOM SLICK

THE ENQUIRER

BATTLETOADS • TRADEWEST • 8 MEG • 1-2 PLAYER • SEE REVIEW PG. 16 BY E. STORM



What can I say ... it's Battletoads. It was great on the NES, it's great on the SNES, and it's great on my Genesis. Identical to the original version with added 16 bit graphics and even better control, don't even think twice, just get it. Zitz, Pimple, and Rash never had it so good.

This is what I've been waiting for, a perfect 16 bit translation of the ever popular NES Battletoads. Tradewest didn't lose any of the playability from the original and enhanced the music and graphics... Incredible!

There is a God, the original Battletoads on 16 bit! This game has it all, great character control, more colors, lots of scrolls, and awesome music. The levels are true to the 8 bit version offering tremendous challenge and detailed characters. The two player option could make this one the best yet on the Genesis.

Tradewest does it again. The 8 bit version has been ported over to 16 bit and it's exact. The color and music has all been improved and Tradewest took the flick out. The gameplay is also exact. Tradewest on Genesis has the brightest future in the eyes of this gamer. Bring on the arcade Toads please.

TINY TOONS • KONAMI • 8 MEG • 1 PLAYER • SEE REVIEW PG. 20 BY E. STORM



After playing Tiny Toons on the Super NES I couldn't imagine how Konami could match it on the Genesis ... never doubt Konami. They did it with Sonic style action, tons of levels, and addicting platform action. So, although not as graphically impressive as the SNES version it's just as fun. Incredible!

Tiny Toons is another great game from Konami. These programmers have taken the game play from Sonic and Mario, added a complete cartoon soundtrack, awesome graphics, humor, and originality. Without a doubt this game is incredible. Konami continues to add instant classics to their lineup of games.

This is the first Mario/Sonic game for the Genesis. Konami is truly amazing. Tiny Toons is fast action, good control, and is completely different from the Super NES version. For being only 4 megs, I can't believe the amount of levels and character animation. Konami's too good.

For being Konami's third entry on the Genesis, I can't believe it. It's perfect! Totally different from its counterpart on the SNES, this version is more like a Sonic/Mario style game. The levels are long and the music fits perfectly. The control is just right. Too good, Konami is the perfect company on any system.

WOLFCHILD • JVC/CORE • CD • 1 PLAYER • SEE REVIEW PG. 22 BY E. STORM



Wolfchild is the second quality action game this year from Core. Although I would like to see more special effects in a CD title, this game held my interest with its great detailed graphics, good challenge, and awesome sound track. I just hope their next game is Wonderdog 2.

Wolfchild is a good action game that has enough extra features to merit being on CD. I found the game to be fun and challenging to play and I enjoyed the great graphics and sound, with an animated intro plus music that fits each level.

The third installment from JVC to the Sega CD, Wolfchild has no outstanding features. The intro voice sounds like "SportsTalk". The game does, however, have long challenging levels, good music, and very close detail to graphics and animation, but where's the intermissions??

Wolfchild is a solid action game for the Sega CD. This game has cool characters, good control, lots of levels, and one of the best sound tracks. My only complaint is not enough scrolls and color for a CD title. But it's still a solid action title for a new system.

JAGUAR XJ220 • JVC/CORE • CD • 1-2 PLAYER • SEE REVIEW PG. 24 BY E. STORM



Core is fast becoming one of my favorite companies. High quality games like Jaguar prove their commitment to quality. The control, graphics, and music are excellent but the best part is the scaling! Smooth and fast! There's also several play modes to keep you coming back. A little too easy, but fun.

Being one of the first handful of games for the Sega CD, Jaguar really impressed me. Don't expect to see the usual signpost redrawn 3 times, we're talking smooth hardware scaling! Not to mention 2 player split screen, gran prix mode, password feature, and a track editor. This is truly a great driving game!

XJ220 is the first racing game on any system with real vertical scaling. No re-draws! The custom cars and fast paced action make it a good game, but it doesn't give you the feeling of turning tight corners like F-Zero. Split screen option is nice with great 2 player challenge and control is perfect. Needs bigger hills though.

Here's a racing game that truly shows off the CD hardware. JAGUAR is the first Sega game that I've seen that actually scales sprites, not just backgrounds. But as far as racing games go, it's just ok, it still doesn't capture the F-Zero feeling. The two player game was a little slow, but overall very impressive.

CHUCK ROCK • JVC/CORE • CD • 1 PLAYER • SEE REVIEW PG. 28 BY E. STORM



Chuck's back and better than ever. It's more of the same (which is fine with me) but there's much more of it. The added CD soundtrack really adds to the enjoyment and the new levels are a welcome addition. A good game gets better. I do have one question though. What the heck ever happened to Gary Gritter?!

Chuck gets a facelift in a new and improved CD version of this popular Core title. Why get this one if you've played the original? Tons more levels, parallax scrolling, CD music, an animated intro, password feature, and new enemies. That's why!

Chuck Rock CD has everything the cartridge version needed with jammin' jungle tunes and more levels. It also has cool new enemies, tons of scrolls, and sampled sound effects. Graphics are a bit sharper and the control is the same as the cart. Definitely the best version yet.

This new version of Chuck Rock, the game we've all come to know and like, is excellent. The cool intro, new stages, and awesome new tunes is a great way to make an already good game better. Now all I want is part 2 ... Chuck's kid?!

RISKY WOODS • E.A. • 8 MEG • 1 PLAYER • SEE REVIEW PG. 29 BY YORA



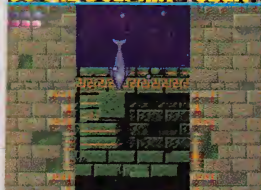
Ahhhhh, a good action game by E.A., I can't believe it! Risky Woods gave even me a formidable challenge. I heaved two controllers getting it wired, but once I did there was no stopping me. The intense graphics and huge bosses gave me the strength I needed to conquer the Risky Woods. Great game.

EA is not known for great action titles but things could change quickly. RW is challenging but fun. The graphics are well detailed and colorful. The game play is frustrating at times, but excellent. Don't expect to finish this one first time through because even the most advanced gamer will be challenged.

This game gave me flashbacks of Ghouls and Ghosts. This game has highly detailed levels with a great game challenge. The character control is quick and each level is unique. The difficulty level of the game will make you determined to go through the whole game. E.A. needs more games like this.

Risky Woods is the best action game by E.A. that I have ever played. RW is put together incredibly well with solid game play from start to finish. It's a little hard but its challenge and graphics make this one really fun to play over and over. What's next E.A.? Give me more like this one!

SO THE DOLPHIN - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 28 BY DR. JONES



Ecco is definitely the most original game of the year. The graphics are high quality and the realism is almost exact. However, for me to partake in such a long dramatic quest I need good CD music to keep me involved all the way through, especially with such high difficulty. I am anxiously awaiting the CD version.

Once again Sega deviates from the norm. The result is Ecco, the very unique underwater adventure role playing game. Ecco's animation is extremely life-like and if you like a good challenge, dive in to 26 levels complete with password. Perfect control plus an involved story line create a new approach to RPG's.

Sega sure can stretch 8 megs a long way. This new generation of adventure/RPG had me automatically addicted. The control is life-like with quick response and fluid animation. All the levels are beautifully detailed as well as different. The music is original and the challenge is perfect. This game is incredible!

Sega breaks the mold with Ecco. The control you have over your dolphin is truly extraordinary. And the graphics have to be seen to be believed. Truly a game all its own. However, Skid and I both agree that this one needs CD music ... we're waiting.

DEADLY MOVES - KANEKO - 8 MEG - 1-2 PLAYER - SEE REVIEW PG. 33 BY DR. JONES



Identical to the SNES, (and I like that version) the Genesis finally gets a decent fighting game, with interesting characters, line scrolls, and great backgrounds. It's no SFII, but it's a good solid fighter.

Deadly Moves comes close to capturing that unique feel that makes SFII so popular. I found this game to be fun when played in the vs. mode against a friend, but too easy when played against the computer. With great characters, special moves, and the best line scrolls on the Genesis to date, Deadly Moves is a winner.

Fighting games these days are multi-playing like rabbits. Kaneko has done a good job though, with large characters, cool moves, and awesome line scrolls. Gameplay is smooth and graphics are sharp. Being Sega's second one-on-one fighting game it stands above most found on other systems.

The Genesis version of Deadly Moves has identical control, graphics, and playability to the SNES version. The only difference is the music. I was dying for a good one-on-one fighting game on the Genesis, and Kaneko must have been reading my mind.

PAPERBOY 2 - TENGEN - 8 MEG - 1-2 PLAYER - SEE REVIEW PG. 31 BY DR. JONES



I always had the urge to heave papers at human targets and windows ... anywhere but the porch. Now with a little help from Tengen, I can do all these things and more with great graphics and voice without ever leaving the house. A huge improvement over part one, and a must for all closet paper boys.

I've had fun playing Paperboy ever since its release in the arcade. Although we've seen Paperboy on every format from Game Gear to SNES, this sequel is the best, with tons of sampled speech, two sides of the street, and lots of humor! Who needs a paper route when you can do damage at home.

Finally a sequel to the arcade classic Paperboy. Part 2 lets your route deliver and destroy both sides of the street. The bike control is fast and the character animation is done well but the game needs more. This is a game for a rainy day and some spare time.

Paperboy 2 is finally out on the Genesis and it's pretty good. Paperboy 2 expands on the original with two sides to throw things at instead of one as found in the original version. It's a great no-brainer cartridge for those days when you want to play games but don't want to think.

PRO QUARTERBACK - TRADEWEST - 8 MEG - 1-2 PLAYER - SEE REVIEW PG. 30 BY TALKO



I'm not into sports games unless they are extremely well done and have good two player interaction such as Madden. Pro QB sports these qualities and more with a unique viewpoint, innovative game design, and it's loaded with hard hitting action. Finally a game where I can take my SD Chargers all the way!

In my opinion PQB is possibly the best football game for the Genesis yet. I really like the perspective, being able to see your receiver instead a passing window is great, plus you can almost feel the tackles. Big characters, no flicker, and a tough computer are just a few qualities that make PQB worth getting.

Pro Quarterback has the best game perspective a football game could have. The game play itself needs work ... a lot. Player control is good with nice graphics but a bigger play book and more animation is needed. The game looks good but I'll take Madden any day. Where's the stats?

I was really impressed with Tradewest's Pro Quarterback. The perspective is done really well, and looks very realistic, but it's hard for me to rate because I'm not a big football game fan. Stacked up against most other FB games that I've played, PQB rates well, but it's not John Madden.

STARFOX - NINTENDO - 8 MEG - 1 PLAYER - SEE REVIEW PG. 30 BY E. STORM



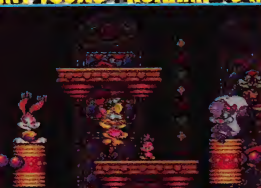
I would say Star Fox is a truly revolutionary shooter with textured polygon scaling, immense graphics, and sound that measures 6.0 on the Richter scale. However, I can not give it a perfect 10 because this is only 10 percent of what the SFX chip can actually do. I can't wait for Super Hero Racing.

At the CES, Starfox was displayed inside a dome with a laser show going on. You played in a chair that shook from tremendous bass and speakers were blasting in both ears. This was my 1st experience with this game. Would I be disappointed when I played at home? No way!! A new direction in video games! FX Power!

Nintendo's first SFX game, Starfox, makes all other cartridge shooters look flat by using real time 3D effects not found on home systems. The game has perfect control, light source shading, and tons of levels each unique from the others. I can't wait for the next SFX game.

Starfox, the first game to utilize the Super FX chip, is mind blowing. Everything scales and rotates just like Star Blade in the arcade. The feeling Nintendo gave Starfox is like flying an X-Wing fighter in Star Wars. The bosses are huge, the levels are long, and the music has to be heard to be believed. Another Nintendo 1st!

TINY TOONS - KONAMI - 8 MEG - 1 PLAYER - SEE REVIEW PG. 36 BY 90



Once again Konami waves its magic wand and goes where no programmers have gone before, fun, original, and graphically phenomenal, Tiny Toons is more than I ever expected and one of the best action / platformers I've ever played...Stellar. That's All Folks!!

Tiny Toons is one of the best SNES games I've played to date! You will not believe how close Konami has come to duplicating the look and feel of a cartoon! Everything in this cart is equally amazing from the soundtrack to outstanding graphics. It's hard to imagine what these guys have coming up next! Stay Tooned.

Konami does it again with Tiny Toons. The play control is flawless and every level is completely different. The five bonus rounds are games in themselves. The attention to detail, real cartoon animation, and perfect character personality is found throughout. It's also the best football game I've ever played.

Tiny Toons is destined to become a SNES classic. Everything I expect from a great game is here, great graphics, sound, and game play. While you may think that TT is easy, most players will be amazed at how challenging and long it is. This game is just too good. Konami does it again. Encore please!

COMBATRIBES - TECHNOS - 12 MEG - 2 PLAYER - SEE REVIEW PG. 40 BY E. STORM



Hey there's something wrong with my cartridge, there's 8 megs missing! Although this game has nice graphics and color and some hilarious moves, it's way too short and the one-on-one fighting is way weak. I expect more from a 12 meg game ... okay though.

It's hard to believe this is 12 megs! Where'd they put it? Although a close translation of the arcade, there's just no excitement. No jump button, short levels, and goofy characters. What gives? Even the 1 on 1 is weak with few special moves. Nice overall presentation but doesn't compare to even earlier SNES fighters.

Combatribes for the SNES! Oooohh. 12 megs! Aaahh. Sounds good doesn't it? Well ... it's not. The levels are three screens long with a total of maybe 6-7 enemies per level. The character control is bad and the animation is worse. The use of colors is good but I expected more for 12 megs.

I was never a big fan of the coin op version. In fact I really didn't like it at all and this 12 meg version is almost identical. It has good control and a new one-on-one fighting option. If you're in to Combatribes it's like a dream come true. But I'm wide awake and I need a good game to play.

CHESTER CHEETAH - KANEKO - 8 MEG - 1 PLAYER - SEE REVIEW PG. 41 BY E. STORM



Poor animation and just okay art work keep this game from being a big winner. Although too short, Chester Cheetah is pretty fun, with cool music and lots of color, (but the guitar thing, give me a break) talk about a useless power-up! They should have worked on that a bit. But still for some reason I like this game.

Chester Cheetah is nothing new on the SNES. This type of action / platform game has been done many times over. The only difference is that there's just no fun with this one. Jump, grab power-ups, avoid enemies....yawn.....Unfortunately it is easy being cheesy.

Yes, it's Chester and yes, it's cheesy! This game is not fun at all. The control is good, nice colors are also used, and that's about it. The game moved way too slow, music and sound effects were poor, and the challenge level is too easy. What's with the guitar?

Chester Cheetah is an okay game with funny cartoon graphics. The game play is solid but Chester moves way too slow for me. The sounds are a bit weak too, but the graphics make it worth trying. This is just an okay game at best. P.S. ... Loose the guitar.

VIKINGS - INTERPLAY - 8 MEG - 2 PLAYER - SEE REVIEW PG. 42 BY AUTO



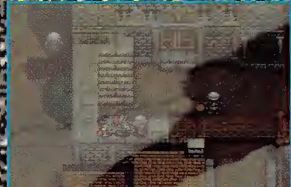
Vikings on the SNES combines the best of everything, two player interaction, great music, great graphics, and fun, unique game play. Vikings is my kind of game. The little characters are awesome, and it's long and challenging. Way to go Interplay.

With so many games out, it's hard to find something new and original. Vikings mixes action and strategy with excellent graphics and a killer soundtrack. This is one of those games that you'll play all night because it's so much fun you can't stop. Keep your eyes on Interplay, I predict big things to come.

Vikings is a very different side scrolling action game, making you control three characters to find your way through the levels. The music is very upbeat and the action lasts throughout the game. One drawback was that once I finished it, I never looked back on it. It's a long game, but is not fun to play more than once.

I had a lot of fun with Vikings. These little slobs are way cool. The levels are long and difficult and the play ability is just right. The music is nice in the beginning, but after listening to it over and over, it was almost the funny farm for me. Ahhhh, magic green nose goblins!

ALBERT ODYSSEY - SUNSOFT - 12 MEG - 1 PLAYER - SEE REVIEW PG. 44 BY SPECIAL K



I love a good RPG, something the U.S. game market has way too few of. If Sunsoft don't bring this one out, they're crazy. This is the kind of RPG gamers dream about with dramatic music, a great storyline, and the best fighting scenes you have ever seen. Sunsoft has a huge hit on their hands.

The perfect strategy/RPG has been made. Albert Odyssey is a 10 meg masterpiece filled with hours of mind bending strategy. The masters at Sunsoft have out done themselves and surpassed even the mighty Shining Force. I can't imagine a cartridge going further than this.

I'm not big into RPG's but Albert Odyssey is definitely a game that could get my interest into them. Sunsoft did a beautiful job with crisp graphics and incredible Mode 7. The storyline is nice and in-depth which a lot of role playing games are missing. Let's cross our fingers and hope this one comes out to the states.

Being a fan of RPG games, I think Albert Odyssey is definitely one of the best strategy/role playing games to date. The storyline, music, and play control are unbelievable. The only problem I had with this one was I needed the text to be in English.

KING OF RALLY - MELDAC - 8 MEG - 1 PLAYER - SEE REVIEW PG. 45 BY E. STORM



Finally an original ideal With mode 7 that resembles 3D, drive through ten gruelling stages into, across, and out of the screen. The use of different parts for changing conditions and the great sound effects and control help this game score big with this reviewer! Way gnarly!

Way to go Meldac for doing something new and different. Besides the dazzling mode 7 graphics, (which truly simulate a 3D effect) this cart has perfect gameplay and challenge. I also like having to equip your car depending on what type of terrain your driving on. Overall KOR comes highly recommended.

Out of nowhere Meldac comes out and releases King of Rally. The game uses awesome Mode 7 rotation and scaling on the tracks changing the camera perspective with your direction. The different options let you customize your car for each track. A good first try but I need more racing than rallying.

This may be this company's first game for the Super Famicom but it's incredible. The graphics and Mode effects are of the highest quality and utilize the system very well. KOR is challenging enough for those who take driving games seriously with 1 levels and great control. An intense driving game.

JAKI CRUSH - NAXAT - 8 MEG - 1-2 PLAYER - SEE REVIEW PG. 47 BY D. HUNTER



Ooooh I'm scared!! Evil pinball hasn't been this good since Devil's Crash. Although mild at first, once you wire the top boards, this one gets kickin', with gnarly bonus rounds and evil demons, Ooooh I gotta turn the lights on!...Killer music too. A must for pinball players.

I'm not really into video pinball and Jaki Crush is no exception. Although this game has nice features, such as a killer soundtrack, dark and evil graphics, and numerous bonus rounds, and I don't have enough lasting power to play over and over. In short, a good solid game for pinball people, but I crave more action.

Jaki Crush uses detailed graphics, nice animation, and good ball movement throughout the game. Although a good game, it didn't deliver the speed and variety that Dragon's Fury has. Not being a big fan of pinball games, Jaki Crush held my interest with a combination of challenge and ball control.

Naxat has done a great job with Jaki Crush. This pinball game is the first one on Super Famicom and is very impressive. Massive bonus stages, rocking tunes, great graphics, and scaling that has to be seen to be believed make Jaki Crush a game that all pinball gamers should own.

RIVAL TURF 2 - JALECO - 12 MEG - 2 PLAYER - SEE REVIEW PG. 50 BY YODA



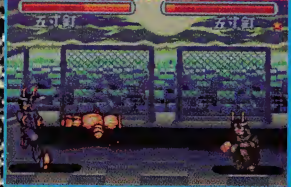
Part two is a whole new game. New characters, new graphics, and non-stop addictive game play along with the originality and awesome moves a fighting game needs these days to be competitive make Rival Turf 2 one of the best games of its kind. The programmers at Jaleco have the system fully dialed in!

Rival Turf 2 is a good fighting game. It has two player simultaneous, five characters to choose from (each with plenty of special moves), long levels filled with colorful detailed graphics and parallax scrolling, plus good music that doesn't get on your nerves. RT2 far surpasses the original and comes highly recommended.

Jaleco strikes back. No ... it's not baseball, it's Rival Turf 2. Man, comparing this to part 1 is like night and day. RT2 has excellent control with really cool character animation. The nonstop fighting lasts throughout the game, (a feature most SNES games don't have) and the bright colors are intense. A definite buy.

All right! A great sequel. Jaleco took Rival Turf one and threw it out the window. Even if you played part one you'll love this one. Part two has a total of five characters to choose from, great music, more moves, and plays much faster. After playing this one, I hope they make a third.

RANMA 1/2 PART 2 - N.C.S. - 12 MEG - 2 PLAYER - SEE REVIEW PG. 52 BY DR. JONES



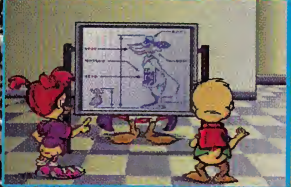
Ranma 1/2 part 2 has the necessary qualities that a fighting game needs. That's original and interesting characters with multiple moves and throbbling animation. The story mode has great intermissions and worthy challengers and the one-on-one mode is like a combo of part 1 and SF2. I can hardly wait for part 3.

As far as 1 on 1 fighting games go, Ranma 2 is second only to SF2. There's a total of 12 characters to choose from each with special moves and the graphics are some of the most detailed I've seen yet ... Good stuff!

N.C.S. is definitely on top of things. Ranma part 2 is the best one-on-one fighter next to SF2. The game offers 12 characters with cool special attacks and great control. The colors and sound effects are also very good. This game makes you use a different fighting technique which makes it stand out from the rest.

Ranma part 2 is a great sequel to the first. Better control, 12 characters and dozens of moves will make this game appealing to all you fighting fanatics out there. I also like the character vs. character feature not found in part 1. What's next N.C.S.? hope it's a CD version!

DARKWING DUCK - INTERACTIVE DESIGNS - 4 MEG - 1 PLAYER - SEE REVIEW PG. 55 BY BOO D.



After playing this game I think I'll go duck hunting. Either that or I'll just shoot my Turbo Grafx. Sloppy control and totally repetitious music. It's like being stuck in an elevator. It's a shame too, because the game is drawn well and has some nice scrolls, after watching Brody suffer, I've had enough to last a life time.

It's unfortunate that few titles that are being released on Hu-Card are quality games. Darkwing Duck comes close, with a good game idea, and colorful cartoon style graphics, but misses the mark on all other accounts. The control was terrible and what's worse, there are only 2 or 3 music tracks for the whole game!

Although I had high hopes, Darkwing didn't deliver the fun a side scrolling action game needs. The characters are drawn nicely, but not given enough animation, and the levels lacked enemy characters. The only thing that could help this game is the control and that as well is poor. Save your money and watch the cartoon.

I think Darkwing Duck should stick to cartoons. The game is too slow, offers no excitement, and is not fun. Struggling through Darkwing was good for one thing however; I managed to break my all time frustration record.

THE LEGEND OF HERO TONMA - IREM - 4 MEG - 1 PLAYER - SEE REVIEW PG. 56 BY E. STORM



This was a great game back in 1990 and it still holds up as an above average game for the system and the only Mario Style action game available. However, when you port a game from Japan I think you should take the time to add something new as most Turbo owners have already played this game with a converter.

Hero Tonma is a good solid action game that was released on the PC Engine a few years back and still holds up to date. Although there are no scrolls, (which seems to be a requirement these days) the graphics are still well detailed and colorful. A bit out dated, but fun to play and definitely recommended.

If this game came out around the same time as the PC Engine version than I'd be more interested. In all Legend of Hero Tonma is a solid action game with nice control and good challenge. The TG-16 needs more original games and less reshapes of old PC Engine games.

Legend of Hero Tonma is a good typical action shoot 'em up game. While I'm happy IREM decided to bring the popular PC Engine version out in the States, I found it to be a little too 8 bit'ish for the 90's. I would like to see some new original good games once in a while on HuCard.

GRADIUS GOFER - KONAMI - CD - 1 PLAYER - SEE REVIEW PG. 58 BY D. HUNTER



There are a lot of Gradius fans out there, so all of you stop reading. Okay, the rest of you, I love Konami but this game's time has passed. With hardly any backgrounds the game flicks, and slows down (8 bit processor). I think it's time for Xexex to squash Gradius and become Konami's new trademark shooter.

Besides arcade music and sampled sound effects, there isn't much else that couldn't have been done on card. I admit that G2 is a great translation from the arcade, and is fun and addicting to play, but I expect a little extra now that the CD ROM's been around for so long overseas. Just a little too much flick though.

Konami faithfully translates Gradius 2 from the arcade to the Super CD. It's complete with all the levels and great music and sound effects. The graphics lacked a little detail and the occasional flicker and slow down takes away from the game. Even though, Gradius 2 is one of the best shooters for the Super CD.

The Gradius series finally makes it to Super CD. I wasn't sure Konami would be able to pull it off but sure enough I was wrong. This is a near perfect translation with flick and slow down being the only flaw. Oh yea ... check out the cool Q Sound not found in the coin op version. A Gradius fan's dream come true.

CYBERLIP - SNK - 50 MEG - 2 PLAYER - SEE REVIEW PG. 62 BY AUTO



Graphically and playability-wise, CyberLip is an awesome game with great animation, music, and sound effects, and truly gnarly bosses. There's just not enough of a good thing. With unlimited continues this one is way too short and easy. I'd like to see a sequel with some meat on its bones.

Even though CyberLip is short, for some reason I play it over and over. It's probably the great graphics and awesome voice, music, and bosses that keep me coming back. Normally I feel cheated when a game is short, but this game is so fun to play I feel it's worth it if you're into action platform, since there are so few.

CyberLip is too short, but I liked it anyway. With excellent character graphics and cool bosses, CyberLip is one of those games that I would definitely beat in an arcade. But, it's an older title so you might be able to pick it up for a good price. I hope more character games come out for the Neo Geo.

I only buy a Neo Geo game if it's super long and challenging like Magician Lord or Viewpoint, because if you buy them for graphics alone, you'd have to buy every one. Neo Geo graphics are always awesome. This one's just too short though. So I'll rate it accordingly.



Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

TOP TEN

- 1 Street Fighter II (SNES)
- 2 Sonic 2 (GEN)
- 3 World Heroes (NEO)
- 4 Mario Kart (SNES)
- 5 Madden '93 (GEN)
- 6 Montana 3 (GEN)
- 7 Art of Fighting (NEO)
- 8 Super Star Wars (SNES)
- 9 NHL '93 (GEN)
- 10 Axelay (SNES)

MOST WANTED

- 1 Batman CD (SEGA CD)
- 2 Super Battletoads (SNES)
- 3 Cybernator (SNES)
- 4 Sonic CD (SEGA CD)
- 5 Phantasy Star IV (GEN)
- 6 Time Gal (SEGA CD)
- 7 Final Fight CD (SEGA CD)
- 8 Revenge of Shinobi 2 (GEN)
- 9 Final Fight 2 (SNES)
- 10 Power Moves (SNES)

First Prize: Your choice of a core **SNES**, **GENESIS**, or **LYNX!!!!!!** (Cool ha?)

Second Prize: Your choice of Skid, Brody, Tom Slick, or The Enquirer's pick of the month.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Doug Wallace of Coatesville, PA • **Second Prize:** David Lenne of Franklin, KS

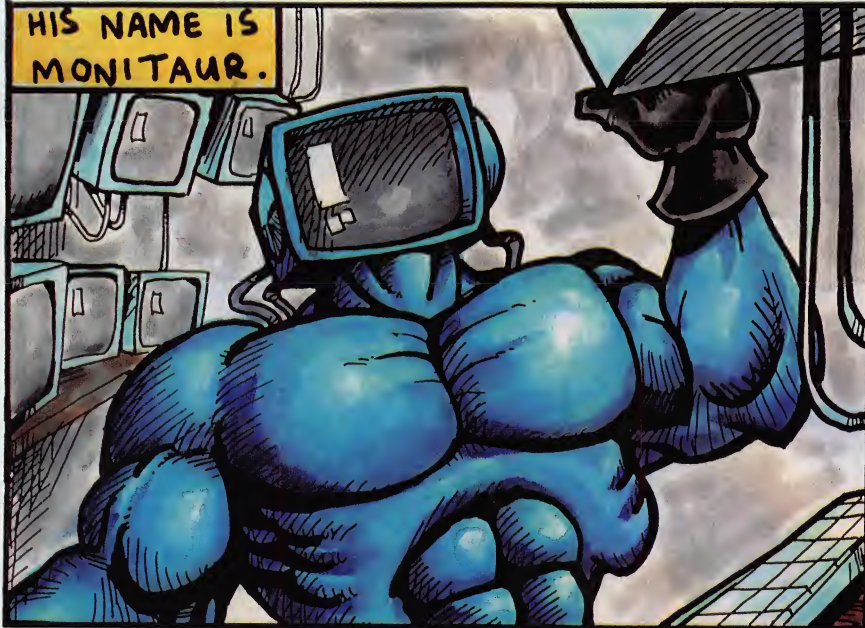
Third Prize: Corey Franks of Union Grove, WI

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 82 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:

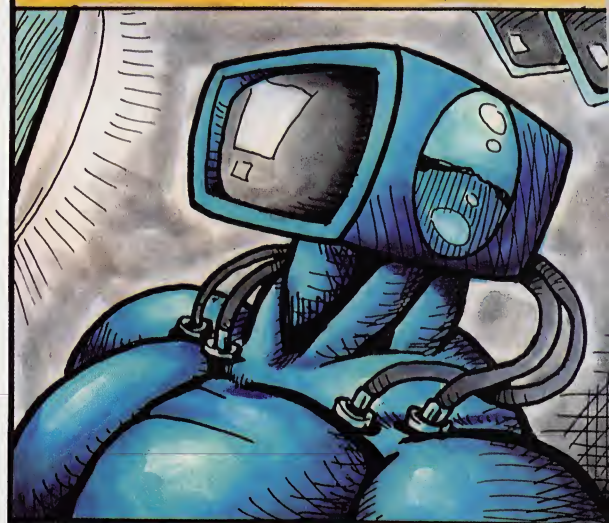
GAME FAN TOP TEN 18653 Ventura Blvd., Suite 640, Tarzana, CA 91356.

Drawing is limited to One (1) entry per person per month (Now say that 3 times really **FAST!**). Hope to hear from you soon. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

HIS NAME IS
MONITAU.



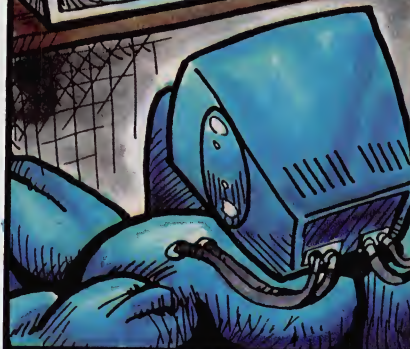
HIS JOB: KEEPING THE
WORLD SAFE FROM BAD GAME.



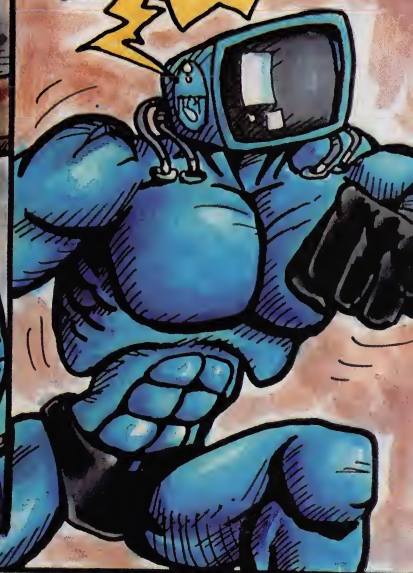
**ALERT
ALERT**



□ TWO CHILDREN
DANGEROUSLY
CLOSE TO PLAY-
ING "GOO-MASTER"
BY B.H.Q. ...
LOADING LOCATION

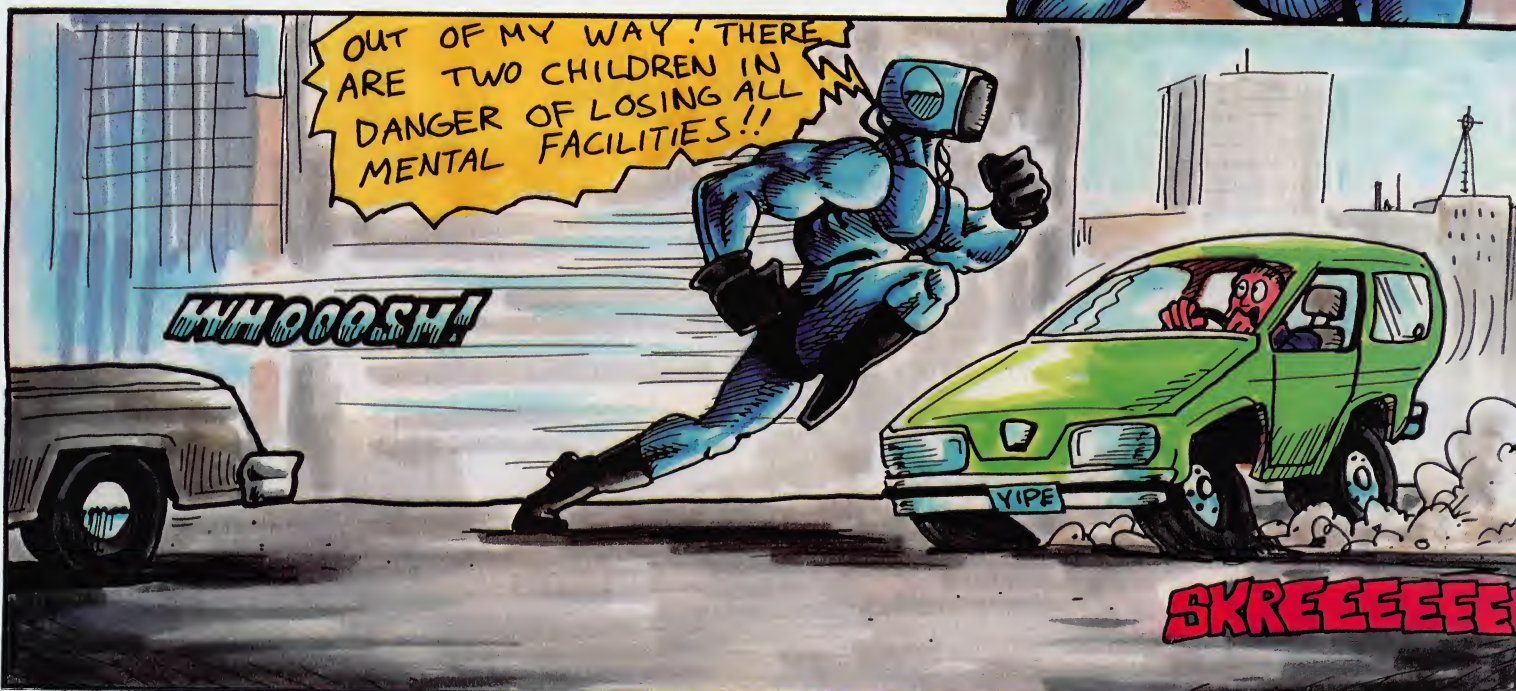


**I'M ON MY
WAY!**

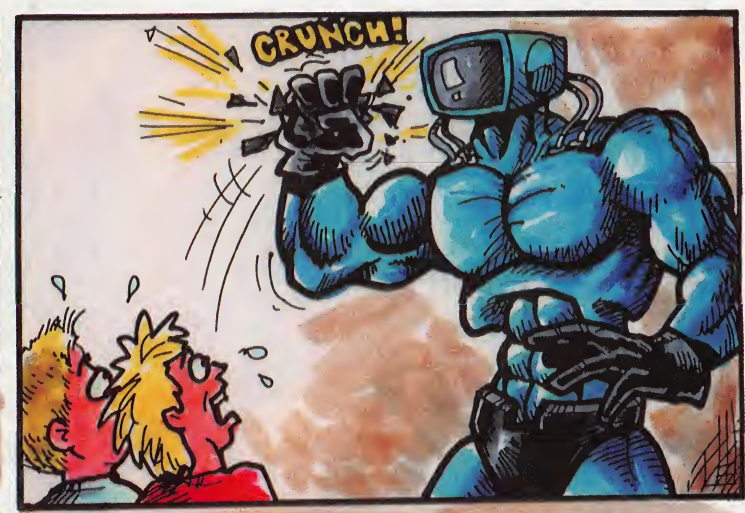
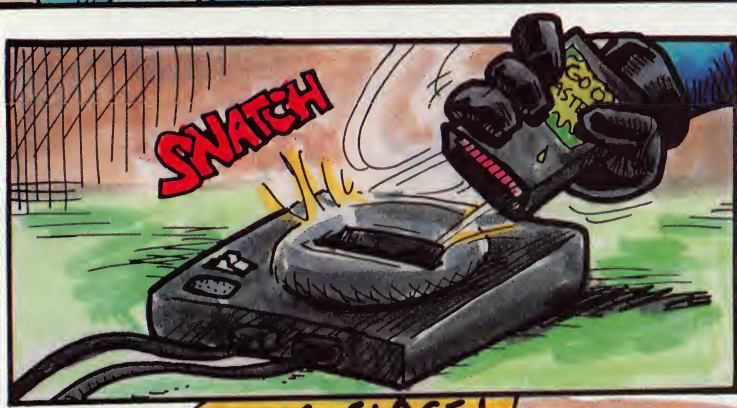


**OUT OF MY WAY! THERE
ARE TWO CHILDREN IN
DANGER OF LOSING ALL
MENTAL FACILITIES!!**

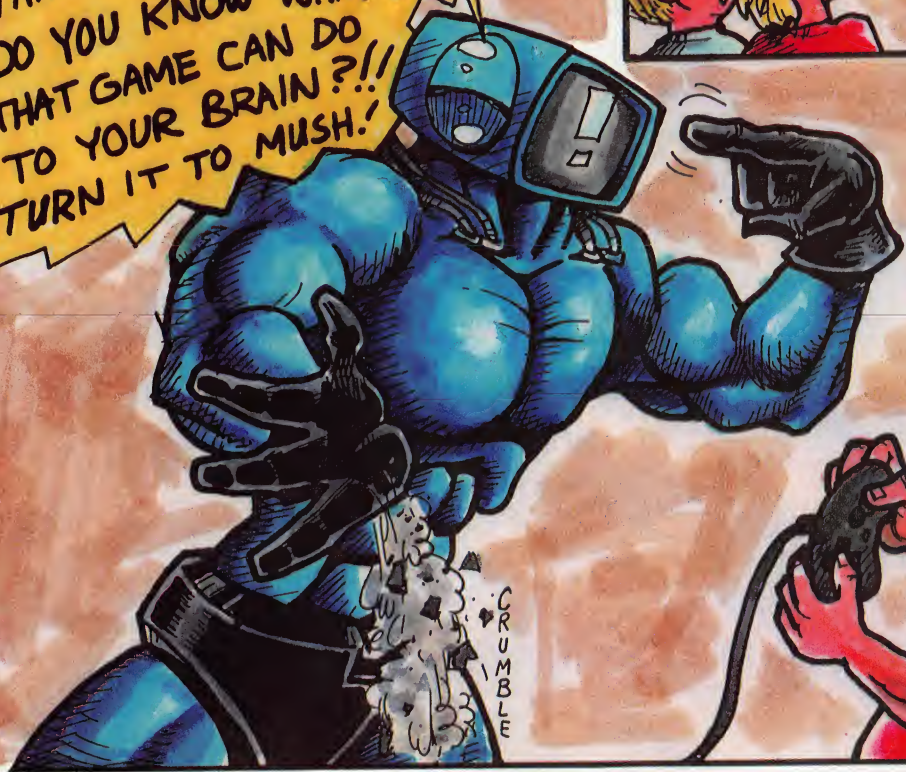
WOOOSH!



SKREEEEEEEE

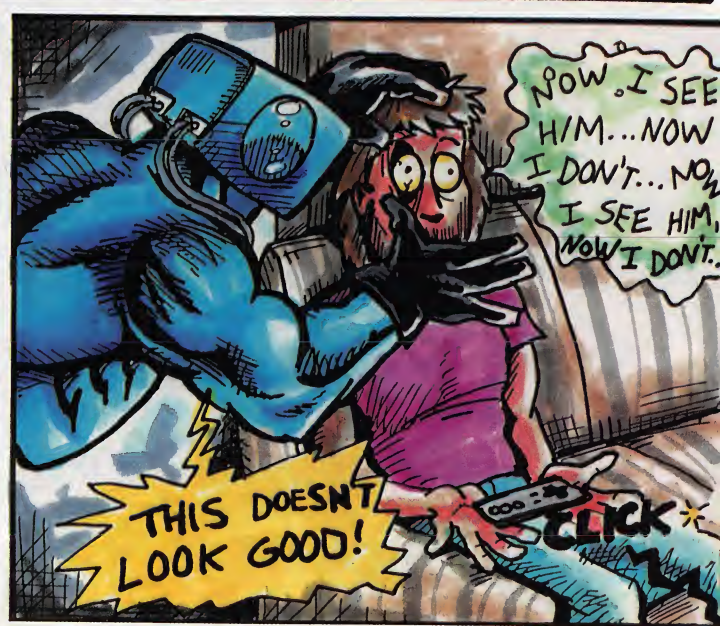
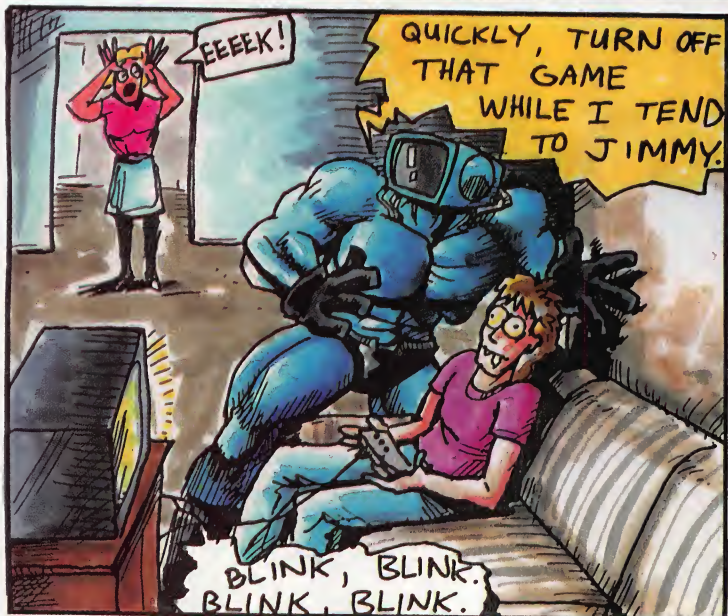
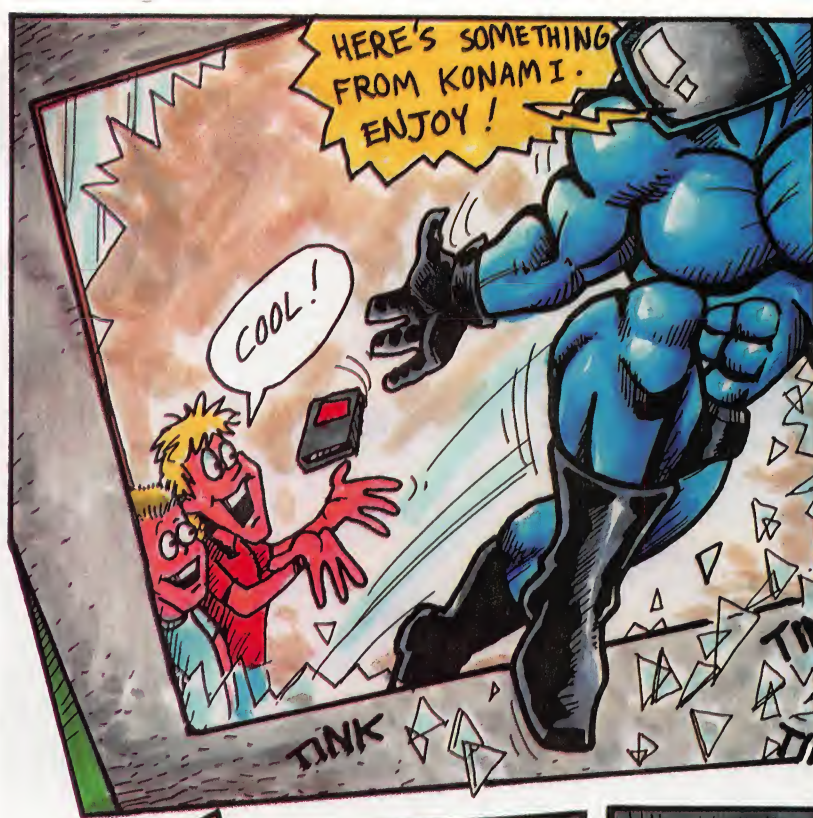


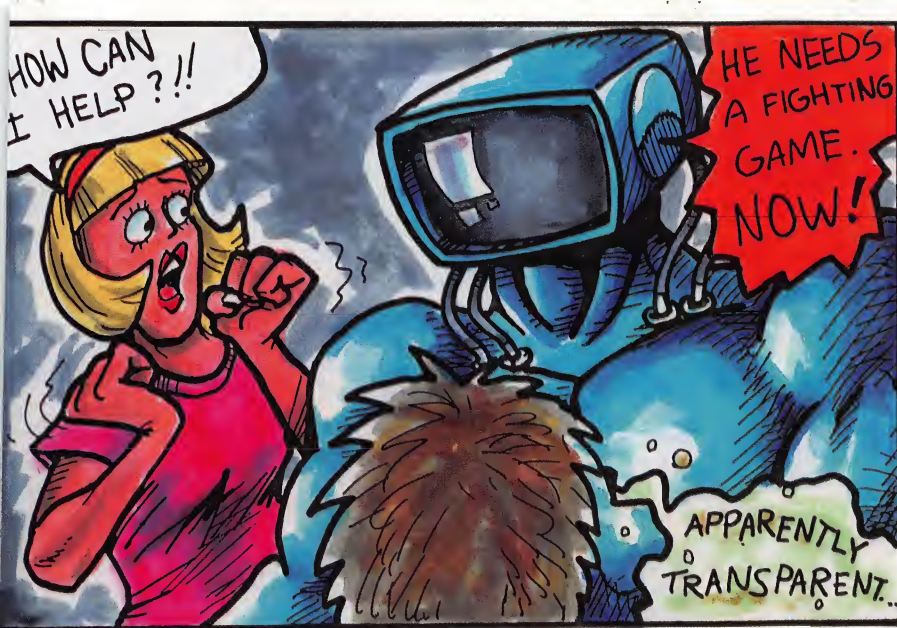
THAT WAS CLOSE!
DO YOU KNOW WHAT
THAT GAME CAN DO
TO YOUR BRAIN?!!
TURN IT TO MUSH!



WOW!
THANKS
MONITAURO!







SEGA SECTOR



GENESIS REVIEW



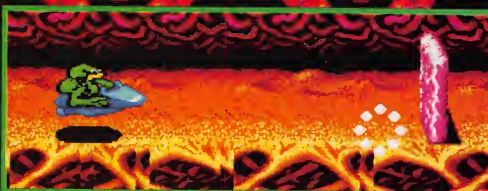
TRADEWEST
ACTION
2 PLAYER
8 MEG
AVAIL FEB



As we promised you in last month's Battletoads preview, here it is in true Game Fan form. Recently, as the FedEx guy stepped into our office he was confronted by six crazed gamers waiting to play the 16 bit version of



Battletoads that he had tucked under his arm. Then in one brief moment we gang tackled him ripping the package out of his arm then rolled him back into the parking lot and slammed the door. We then proceeded to slam that puppy into our Genesis, jam in the RGB cables, and get to it. (I did the honors of course.) The first thing I noticed about this 16 bit version was the quality of the music. It's the same tunes as the

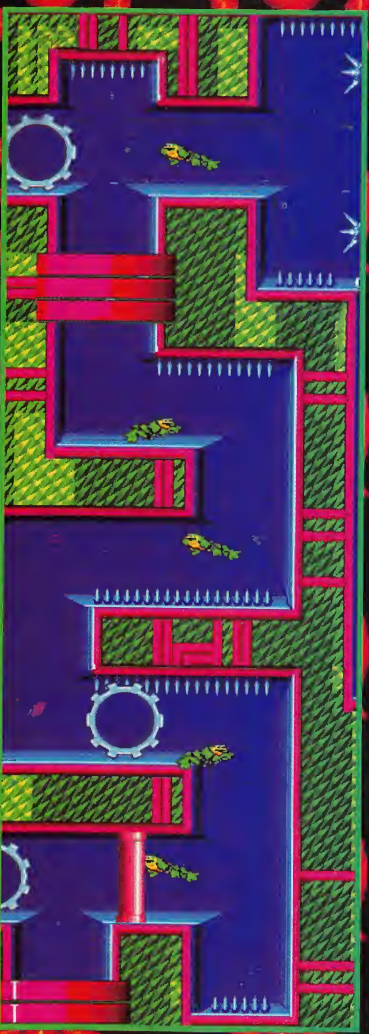




8 bit just much, much better. Tradewest didn't cut any corners. And then, it was on to the game. We already knew that this was a direct port from the NES, so the big question was the control, fun, and most importantly, the difficulty. If you played Battletoads on the NES, you know what I mean, this is one of the hardest games ever created. Not annoy-

ingly hard, it just requires that you're at your best. It's memorization and precision, but at the same time it's so fun you can't stop. (I'm talking about the one player mode, if you beat this one with two players it's time to sign up for the world championships.) I found the control to be perfect, and the game is still extremely fun. The moves are exactly the same, double right or left for a head butt, rapid fire for big fist or boot, and move in and press B to pick up anything on the screen (including player two who I immediately tossed off a cliff). As far as the difficulty goes, at first I thought the game was easier, I got through to the third level warp pretty quick, thinking either I've gotten a lot better or it's just that I'm finally playing this game with a real controller. But then when I got to the second, third, and fourth snake level the difficulty was there like it was waiting for me. From that moment on it was just as hard as the SNES version. You get six lives and three continues, and then it's back to the start. However, I of course found a way to get at least twenty extra lives very easily. In the second level, if you have a turbo controller, as you descend down the impact crater, pin the crows into the corner and turbo the B button. There are twenty-eight crows! So go for the 1 up's big time in this level. This will give



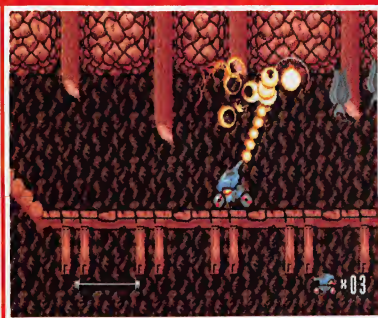


you enough lives to at least memorize the jet bike and snake levels. But if you think you're through the worst of it after that, guess again, the fun is only beginning. I consider myself a very good player (I do after all play and write about games for a living) and this one took me over ten hours of constant play to beat. That hasn't happened on a Genesis game in quite some time. But like I said before it is extremely fun all the way through. As far as the graphics go, you've basically got the NES version with added parallax, colors, and shading (in other words the graphics are great). You won't find mega-animation or lots of special effects, but that's not what this game is all about. This is an extremely creative and diverse solid action game with so much variety it's like five games in one. These types of ingenious games are few and far between, so take your time and enjoy this one and then get ready for the SNES version which employs all the trademark Toads qualities and uses huge characters and effects you will have to see to believe. Tradewest has a one-two punch to start off '93 that will be hard to equal, from where I sit (in front of my monitor) things are looking extremely good.

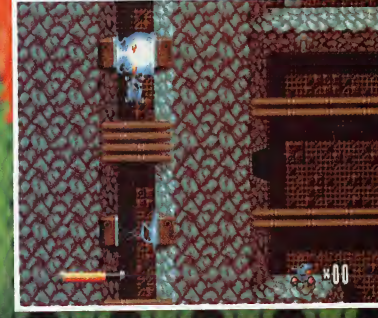
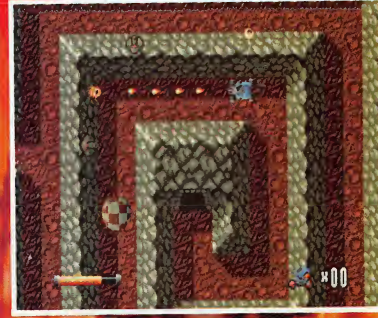
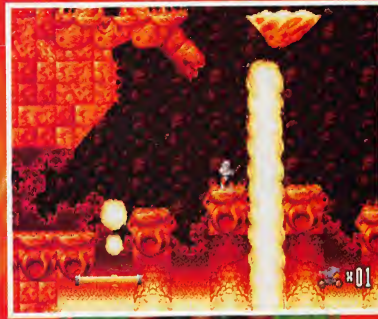


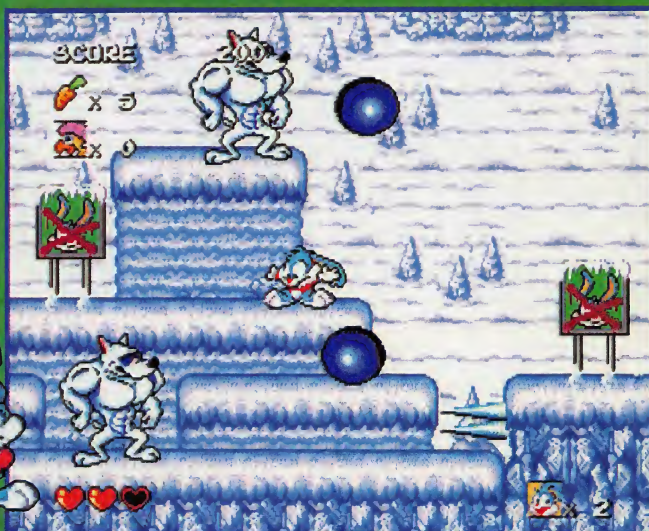
SUNSOFT
ACTION
1 PLAYER
8 MEG
AVAIL FEB.

BLASTER MASTER 2



If you owned a NES system like so many of us, you probably have very fond memories of Blaster Master, the incredibly long and challenging action game where you fought both in and out of your high tech ATV through countless new and strange worlds. For me this was one of the most memorable 8 bit titles I have ever had the pleasure to conquer and now Sunsoft has got the all new 16 bit sequel ready to roll out onto your Genesis. Without giving too much away (this is a preview after all), I can tell you that the basic format has fortunately remained the same, and it's just as fun, long, and challenging. Aside from the new highly detailed and colorful graphics, the main differences are the use of a side scroll instead of the 3/4 view, the all new overhead portions, and of course all the other benefits of 16 bit. We'll be bringing you a full review on this great new game in our next issue. And by the way, you don't have to wait too long, this one is coming soon. So warm up your Genesis Blaster Master is back.





KONAMI
ACTION
1 PLAYER
4 MEG
AVAIL. FEB.



How lucky can we get? Konami has invented not one, but two Tiny Toons Adventures. Both games are intense, yet totally different. This version combines the structure of Super Mario World with Sonic / Mario style action.

That bonehead, Dr. Gene Splicer, has brainwashed all the Toons and kidnapped Babs Bunny, Fifi, and Shirley the Loon (him and Montana Max have teamed up to find the treasure) so it's up to you, as the bouncy little Buster Bunny, to romp upon his melon and return order to Acme Looniversity. To do this you have several cool attack techniques, like head bouncing, power slides, grappling, and special powers that when used, summon one of your Toon buddies which zip across the screen to take out everything in your path. Now for the game itself, go to the fridge and grab some supplies, your going to be here for awhile (however, i



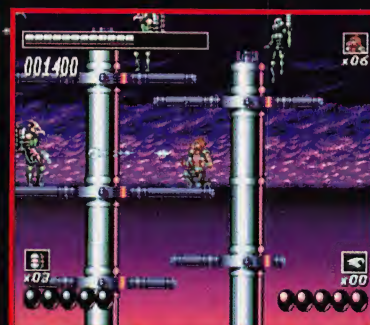
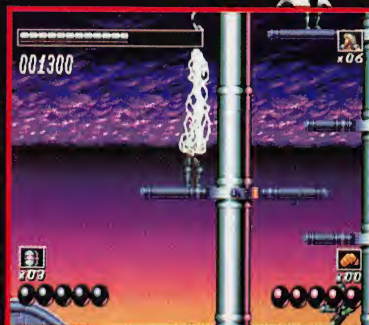
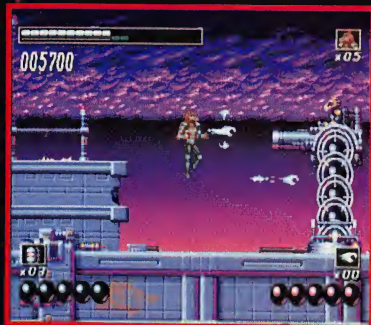


some bothersome annoyance pulls you away, there's a password feature). Tiny Toons is long and challenging, there's a lot of precision jumping, different paths to take, and hidden bonus rooms to find as you journey across wilderness, forests, caves, pirate ships, snow covered mountains, and mechanized levels and there's no annoying time limit so you can explore and pickup everything you need along the way. As far as control goes, it's very good. Buster's jumps are extremely fast, but once you get it wired, you'll be bouncing all over the place. And finally there's the graphics. For a four meg game of this incredible length, we were overwhelmed at the amount of animations on Buster, the awesome backgrounds, and

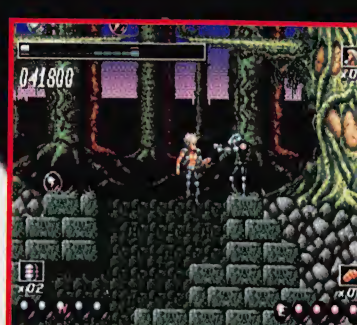
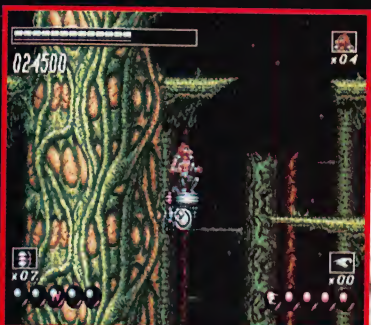
the speed of the game with no signs of flicker or slow down. It just goes to show as all that four meg is not a curse, when worked with properly true masters can pack in quite a bit and Konami's programmers truly are masters, shining new life onto Genesis systems everywhere ... So what's next?

WOLFCHILD

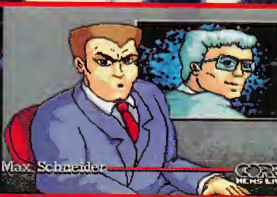
JVC/CORE
ACTION
1 PLAYER
CD
AVAIL FEB.

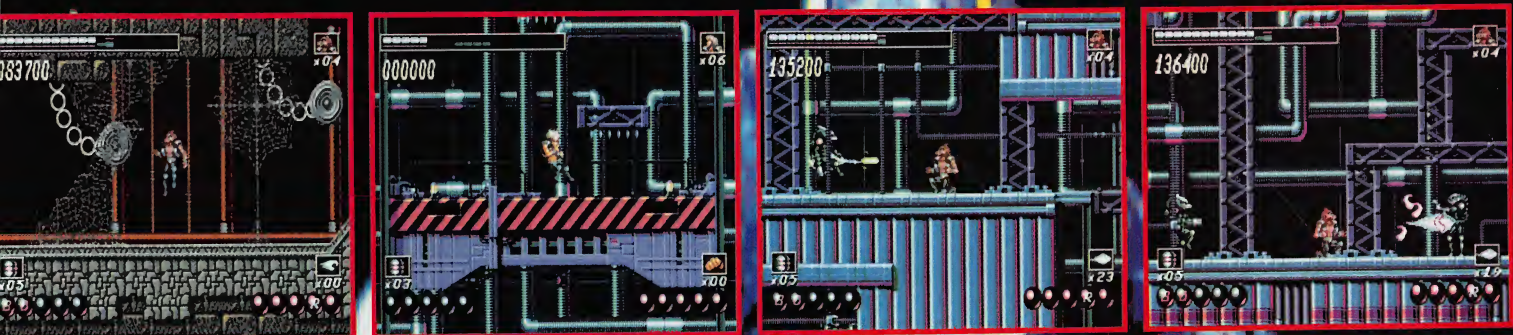
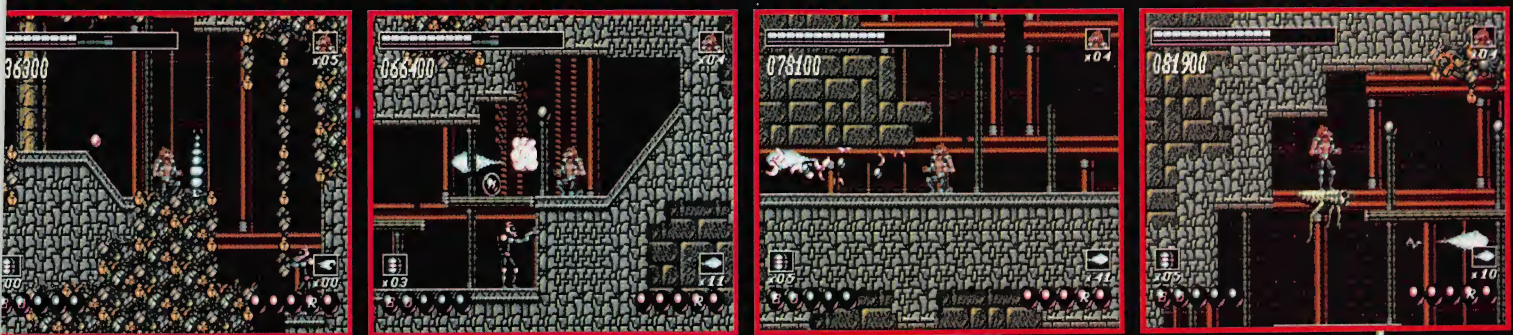


Wolfchild is not loaded with some of the special effects (like scaling and rotation) that you might expect to find on a CD game, either it was originally planned for release on cartridge or it simply didn't have those features on the Amiga version from where it came. Either way, it looks, sounds, and plays excellent on CD. Just about everything I look for in a good solid action game is here, good playability, long levels, challenge, detailed graphics, great music, and good backgrounds. The only short coming is the lack of color in some levels. But this minor flaw does not detract from the game. Wolfchild opens up with a nice

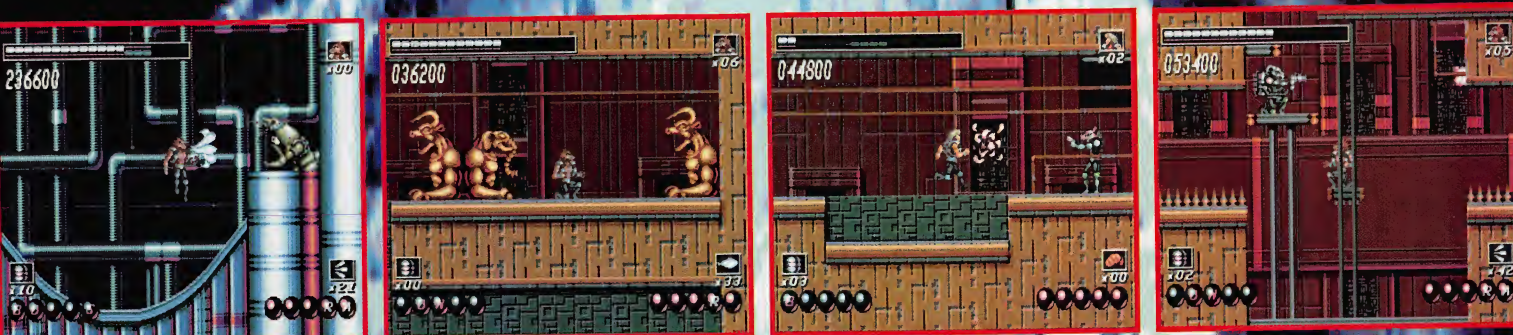
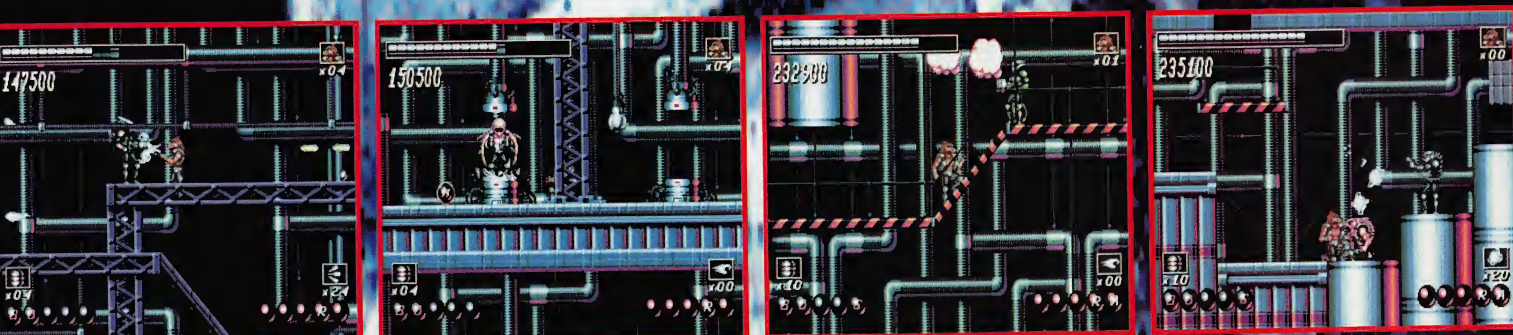


intro and explanation of why and what your mission is and from then on, it's all non stop action. Enemies come from all sides and even out of the ground requiring you to memorize each of their locations to successfully grab the powerups that will both transform and keep you into the Wolfchild character. As the wolf everything is much easier as you can shoot power bursts and shots (depending on what powerups you acquire) at distant enemies. When in human form you can only punch forcing you to jump and dodge until you are in close range. In other words, take your time and remain the wolf. The levels in Wolfchild also require a certain amount of strategy as they are





quite complex both horizontally and vertically, and usually conceal numerous hidden rooms and secret places. Over all Wolfchild is an excellent platform action game, especially with the added CD soundtrack, and, further proof that Core/JVC is an awesome combination serious about producing high quality CD software ... I'm sure we'll get our scaling and rotation very soon!



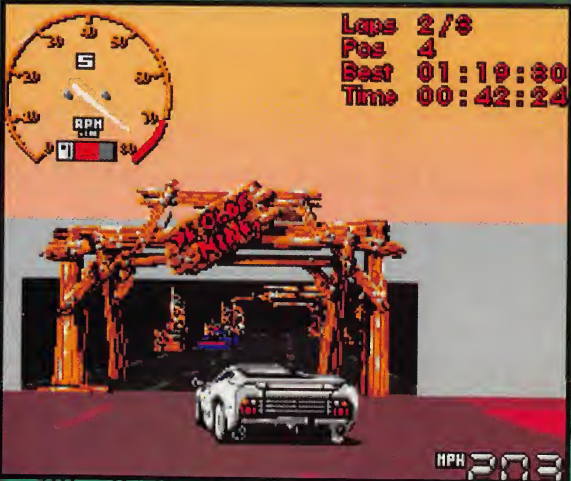


In the beginning ...

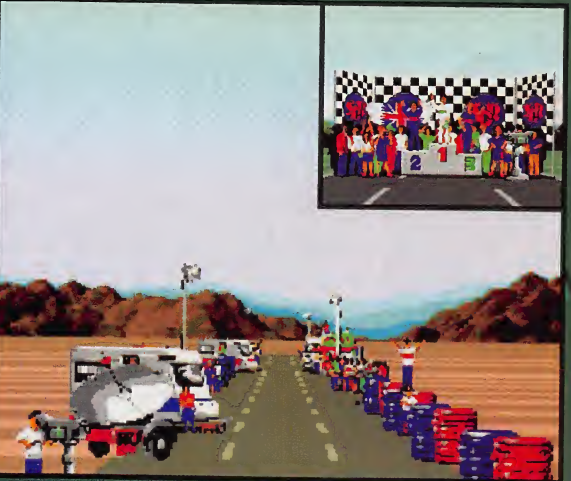
It has been 5 years since I first saw Outrun in the arcades. During this time, we have seen the decline of 8 bit home systems, the arrival of 16 bit and portables, and the introduction of the Neo Geo arcade system. At no point during this time have any of these systems (with the notable exception of Atari's little Lynx) shown that they can produce games like Outrun, Powerdrift, Super Monaco GP, at all. The object scaling powers of the arcade have been ignored by even the most powerful home systems.

CD me .. As an arcade racing hound of some reputation, I have waited breathlessly as system after system have promised "the arcade experience". This may be true of games like "Flicky" or "Kabloy", but when it came to the high flying games like Afterburner of Big Run, the home versions have offered little to no "experience".

I wait no more. Sega of America has kindly graced our entertainment rooms with Sega CD, and now JVC and Core have produced the first, the only Talko certified arcade hardware scaling, first person racing game on a home system; Jaguar XJ220.

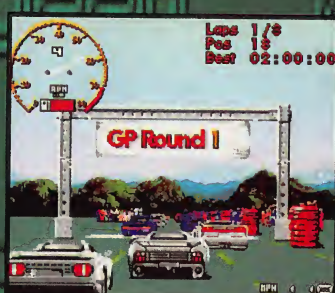


WATCH THE SIDES!



SCALE INTO THE WINNER'S CIRCLE

SWITZERLAND'S ICY CAVES





he review.

As racing games go, Jaguar is a fairly pedestrian, 16 track, world grand prix circuit tour that saves your progress along the way. It offers vehicle repair between races and options that allow you to choose one of 12 CD quality tunes (that are a little muzak-ish for a driving game) and adjust the length of race to bring the pits into play. There is also a split screen 2 player mode which (in the pre release version we reviewed) is way slow relative to the speed of the one player contest. Additionally, there is a course architect (great idea guys!) and multiple weather conditions. But, all this is really incidental. Jaguar XJ220 is not a revolutionary concept, but is revolutionary in execution.

The scaling has to be seen to be believed. Large signs, trees, vehicles, buildings, etc. make their way toward you quickly, effortlessly expanding as they make their way toward your speeding vehicle. No more pine trees that are the same height as the top of your car. This baby rips through buildings and tunnels like a hot knife through butter.

We were all expecting great things from the Sega CD in 1993. With Batman returns, Montana CD, and Powerdrift on the horizon, things were looking good. But, even I did not expect to see something this good, this soon.

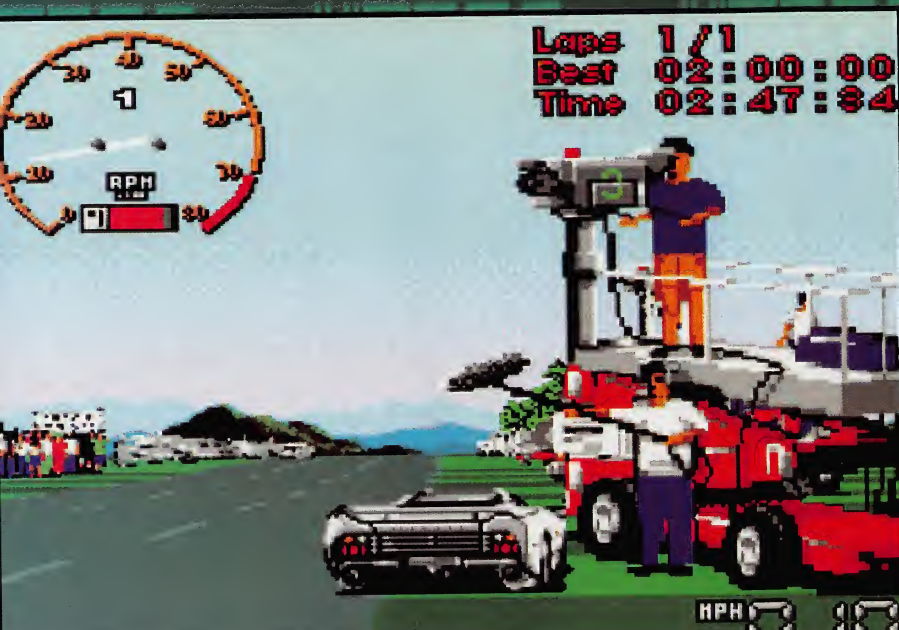
There will probably be better racing games on Sega CD later in 1993 and in 1994, but, until then, Jaguar XJ220 is the king of the black top. A new generation of home arcade racing games has begun



JAGUAR SANDWICH!

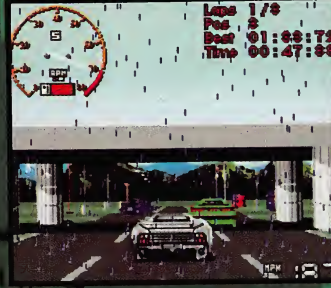


SPLIT SCREEN COMPETITION



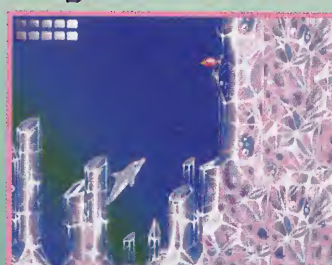
SMILE!

FILL 'ER UP!





SEGA
ADVENTURE
1 PLAYER
8 MEG
AVAILABLE NOW



Every 500 years a monstrous storm strikes the ocean mysteriously wiping out most of the creatures of the deep sea. Another 500 years has passed since the last storm and a young dolphin, Ecco, is the only one from his pod (family) that survived. Ecco is (thankfully) unlike any game I've experienced.

This game brings you through 26 unique and beautifully detailed oceanic areas. You won't believe your eyes, with some of the most intense



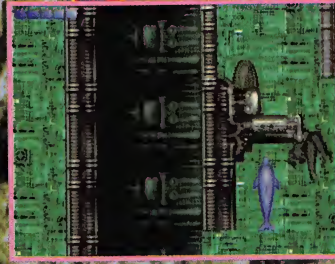
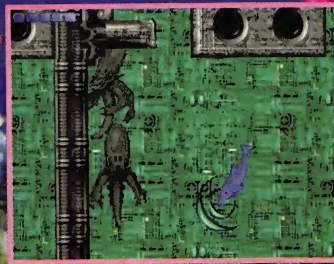
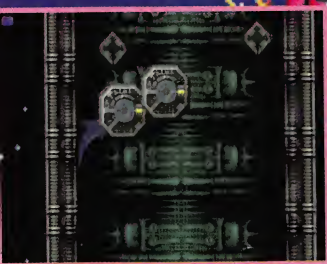
graphics on any game. The animation is so life-like and realistic that after a few minutes you have the feel and control of a dolphin. With the use of sonar, Ecco can communicate with friendly sea creatures





new standard for the next generation of game players. With Ecco being only 8 megs, it makes me wonder what Sega has in the future for us. I couldn't find one thing wrong with the game. It's unique in every concept.

Discover Ecco and find out how high you can fly.



and sing his song to the old crystals called glyphs and unlock their knowledge to help him on the journey. Ecco's sonar also has the ability of a long range map to check if you're on the right path. This game brings you from the lost world of Atlantis through time 5 million years to Jurassic beach and the land of the dinosaurs. Each level brings you to a new challenge in the underwater caves. The music is just as innovative as the game with calm and peaceful organs. Sega has once again set a

ACTOON

JVC/CORE
ACTION
1 PLAYER
CD
AVAIL NOW



If you've never played Chuck Rock and you've got a Sega CD, now's your chance. Or, even if you've played the cartridge, (and liked it) it's still worth checking out the CD version, as it is loaded with new levels, an animated intro, (kind of a yawn though) and a nice CD sound track. If you're not familiar with Chuck Rock, here's a basic run down: Chuck is a sleazy caveman who attacks with his bloated beer belly and stacks boulders to reach high places. About the only thing Chuck has going for him is his sexy wife, Ophelia Rock. But one day as she's hanging up his laundered loincloth (he's inside watching the Rock Games) the

local weirdo, Gary Gritter, sneaks up behind her, clubs her on the head, and drags her away. Now it's up to Chuck to save her (Original huh?) ... not. Graphically, Chuck Rock is excellent both in the characters and the backgrounds and once you get used to it, the control is perfect. With the added features of the CD things are looking better for Chuck. I enjoyed this game all the way through and I've played it many times. I only wish they had added some new bosses and maybe some special effects. But until the sequel comes out this one will do just fine. Chuck it out! JVC/Core is an awesome combination.

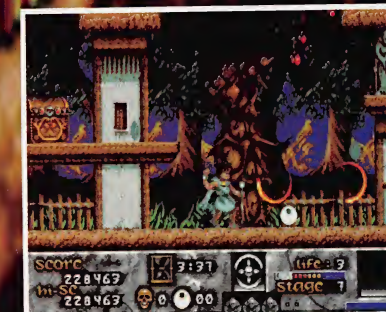
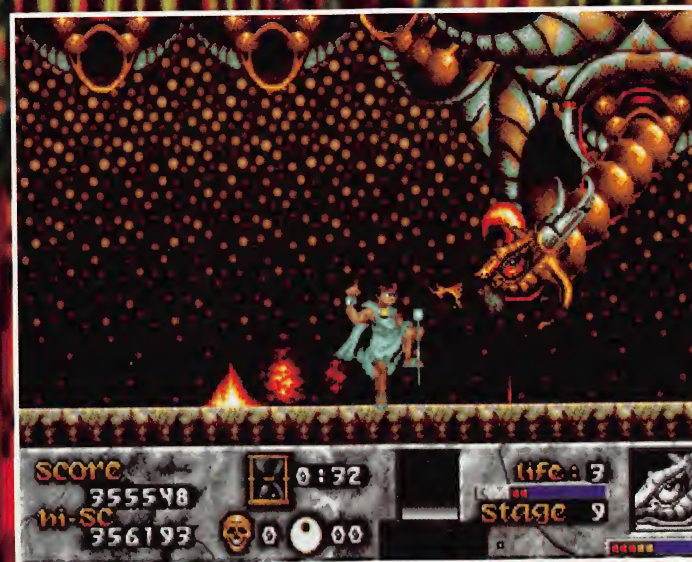
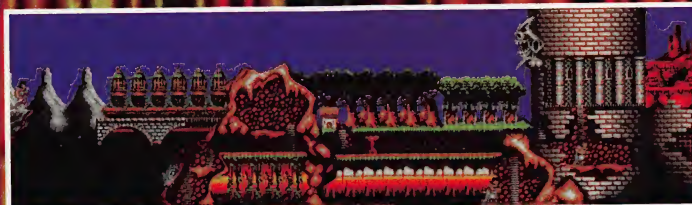


RISKY WOODS



EA
ACTION
1 PLAYER
8 MEG
AVAIL NOW

Electronic Arts has its first really good side scroll action title with Risky Woods. Mixing a Ghouls & Ghosts style structure with some of the most colorful and detailed graphics you've ever seen on the Genesis, Risky Woods offers a serious challenge to all who dare conquer it. At first you might find the controls hard to master, not because they're bad but because they're different. However, once you master the character you will be thoroughly glued. The goal here is to free the monks who have been turned into statues by the evil Draxos, since the monks are gone there's evil everywhere and it's up to you the young warrior Rohan to send him back to his evil home. While on this quest you will encounter some great play mechanics and truly gnarly bosses along with a cast of characters that only Boris Karloff could love. Risky Woods is the kind of game I can't wait to get my hands on and one only the true masters will defeat.



PRO QUARTERBACK[©]

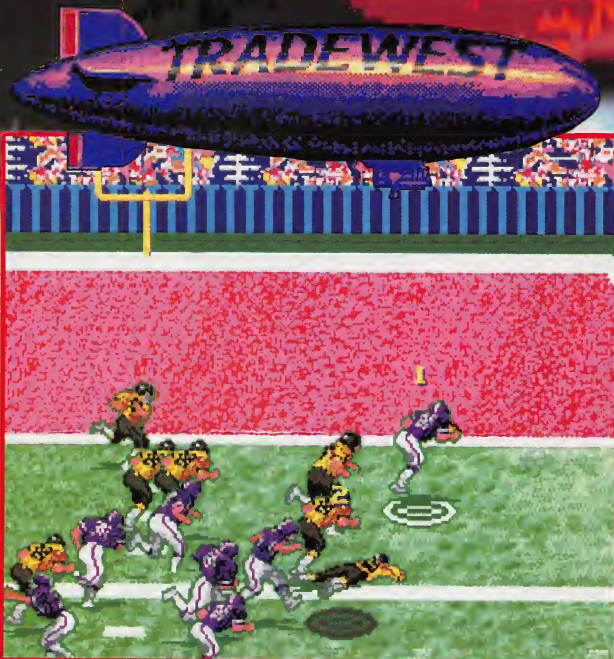
As you may recall, I was a big fan of the SNES version of this title, giving it the “prestigious” DHGF football game of the year award in our annual football blowout in issue #2. I am happy to say that the Genesis version is also a winner featuring slightly improved gameplay and better game control than the SNES version. While the scaling and color pallet/resolution are not as smooth and defined as in the SNES game, the Genesis version presents an excellent first person game in it’s own right, without the flickering found in the Nintendo title. It is very easy to pick out open receivers running their rouis downfeild and to guide them toward the ball. The scaling is smooth and you can feel every hit.

As in the SNES version, Genesis Pro QB has a tough computer opponent that will always give you a good but high scoring game. With teammate, instant replay, head to head and, weath-er/field options, Tradewest has produced another gridiron winner in the ever expanding lineup of quality Genesis sports titles.

Talko Tip: When running with, or after catching, the ball, timely use of the “A” button is the key to breaking tackles for long games. If you hit the button too soon the defender will nail you, and if you hit it too often, you increase the chances of fumbling.



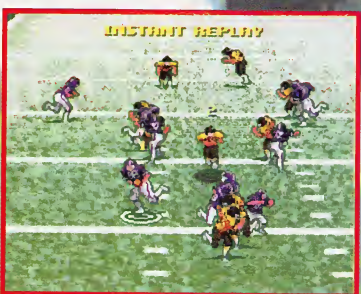
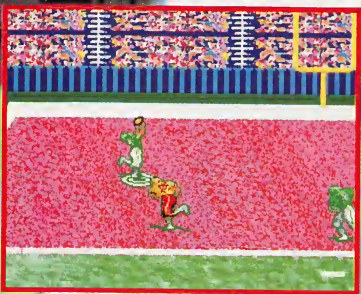
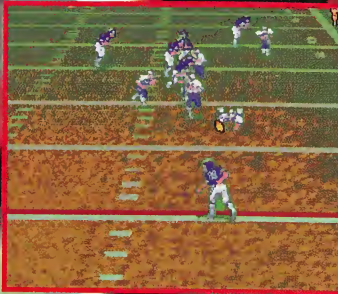
TRADEWEST
SPORTS
2 PLAYERS
8 MEG
AVAIL. NOW



Dive! Dive!



fingertip catches!



PAPERBOY II



TENGEN
ACTION
2 PLAYER
4 MEG
AVAIL MAR.



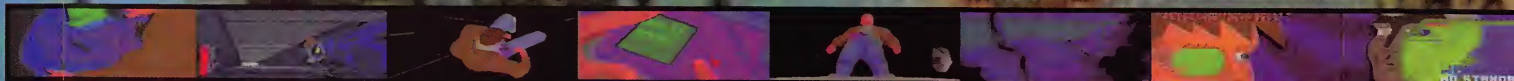
A) You had a paper route when you were a kid and always wanted to tag everything in sight, or B) You stood in the arcades when this game was hot and blew all your money. Either way, you're a fan of the Paperboy series and your game has arrived. This game is everything you like about the original but much, much, more. With awesome new features like a wider street with 2 sides of fun instead of one, a faster smoother game, and more humorous targets then ever before. But the best thing about Paperboy 2 is definitely the added voice. This new enhancement really adds to the paperboy experience. The Graphic presentation in part 2 is also improved, with better detail in both the neighborhood and stunt track levels. So basically, this is the Paperboy to beat all Paperboy's (or girls). The only drawback is that you don't really get paid, but just think of all the fun you'll have causing trouble for the neighbors, and being a hero (maybe you'll get a free subscription!).



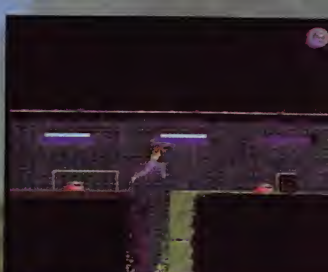
FLASHBACK

Prepare to be blown away because U.S. Gold has a serious game in the works, Flashback! Designed to show that CD quality games can be released on cartridge format. Flashback pushes the Genesis way beyond its normal limits. The first thing you'll notice about this game is that it features some of the smoothest and most lifelike animation seen on any video game yet. (The main character alone contains over 2000 frames running at 24 frames per second!) This was achieved by filming live actors, then illustrating their motions into computer graphics. The end result is amazing and looks like your watching a movie. The storyline is also

U.S. GOLD
ACTION/ADV.
1 PLAYER
12 MEG
AVAIL. MAR.



noteworthy as the game unfolds with cinematic intermissions and an involving plot. Your character, Conrad Hart, is a master marksman who keeps a cool head when dealing with deadly situations. Stumbling on a deadly secret, he finds himself kidnapped and imprisoned in a space station. What's worse, your memory has been erased as well! Tackle six levels fighting for your life and memory in an effort to return to Earth and stop the conspiracy. While we haven't reviewed a reviewable copy, (everything was grabbed from video tape) what we did get completely stunned all who saw. Keep your eyes peeled in upcoming issues for a full review, as this game could be the best cartridge game of all time.



Deadly MOVES

The Genesis (not known for fighting games) and Kaneko (also not known for fighting games) team up to bring you a fighting game rivaling the SNES version. Deadly Moves features 8 martial arts characters each with a trained technique in fighting. This game has responsive character control and impressive line scrolls along with smooth character animation. The ability to walk in and out of the background allows for unique playability not found in most of today's

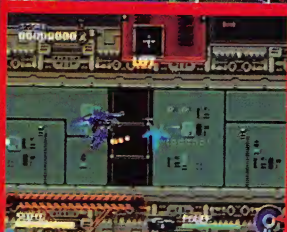
**KANEKO
FIGHTING
2 PLAYER
8 MEG
AVAIL NOW**

fighting games. Something else that surprised me was the quality music which went very well with each level. Even though I beat the computer easily, I still challenge friends frequently and Deadly Moves 2 does have the lasting power a fighting game needs to be worthy of owning. So if your into Fighters I highly recommend it.

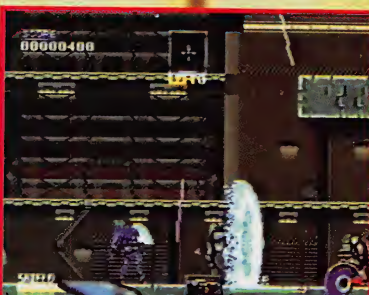
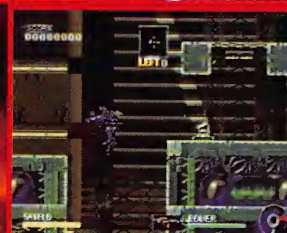


EX-PERANZA

SEGA OF JAPAN
SHOOTER
1 PLAYER
8 MEG
AVAIL MAR. JAPAN



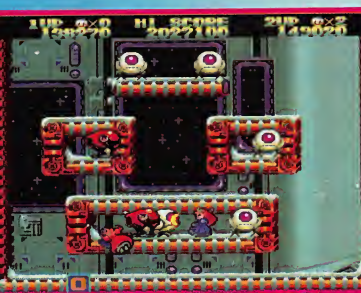
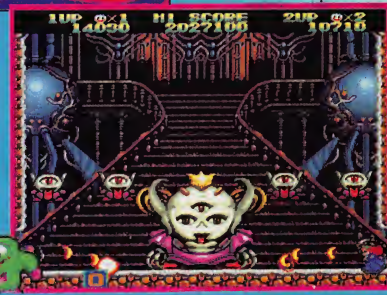
Gau Entertainment, a new company producing games in Japan, is in the process of working a miracle on the Mega Drive. No matter how good these very early screens look you could not possibly realize how good this game is without seeing it move, I guarantee you've never seen anything like it. There is so much animation and excellent play control it makes you wonder if we've even nicked the surface of what cartridge games can do. So get ready for line scrolls, scaling, mega animation, awesome color, and superb playability all on cartridge! Get ready for Ex-Piranza (Working title). We'll have more on this incredible new game soon along with an interview on this innovative new company.



SNOW BROS

NICK & TOM

TOPLAN
ACTION
2 PLAYER
8 MEG
TO BE ANNOUNCED

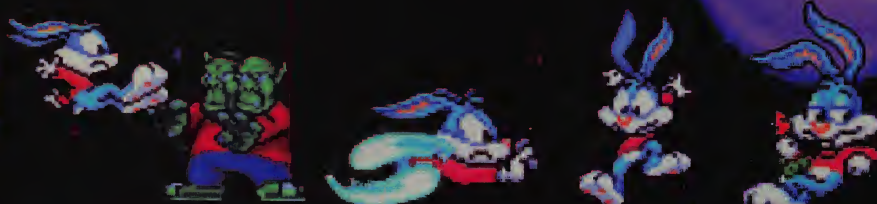


If you frequented the arcades back in 1990 you'll recognize the Snow Bros. It was quite popular then and should remain that way on the MegaDrive. Toaplan's done a great job converting this one perfectly with all the humor and originality of the arcade. Two players is the way to go on this one as your two little dwarf snow creatures roll up the enemies in snow and role them off the screen. One hit and you're melted and sent to the bottom of the level. You must successfully clear 10 stages in each round to reach the bosses, which are very well drawn. One of the high-points of the game is the fun you'll have watching yourself play Snow Bros. They have a constant (and funny) smile on their face and they continually flip around when they jump. The bosses are also well animated and have a claymation look to them. When you beat the first half(50 levels) you may think it's over, but the Snow Bros. get captured! Then it's up to their girlfriends to save them.... and clear 50 more levels. So if you're into the occasional diversion or you just want something different, this is the one to get... It's a fun little game well worth owning.

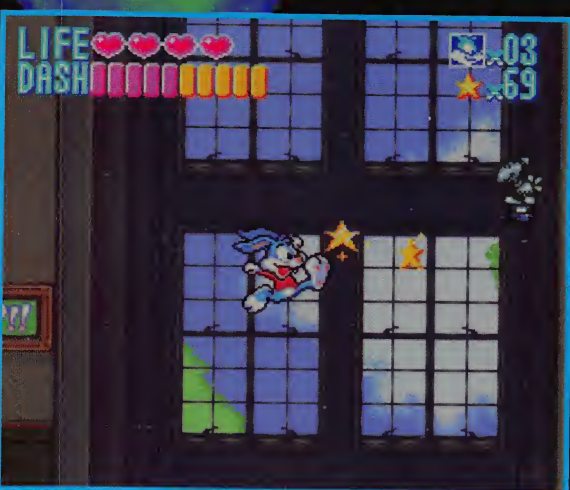
PLANET SNES



SUPER NES REVIEW



KONAMI
ACTION
1 PLAYER
8 MEG
AVAIL. MAR.



After sorting through all the Christmas games and goodies that Santa dropped down 99's chimney, my first thought was, "Whoa, all these 16 bit games and the majority of them are crud!" Glancing down, I noticed there was one package unopened. The card read, "Merry Christmas 99 from K.W.J.", one of Santa's helpers from Konami. I started to get excited as I anxiously ripped open the bubble pack. It was a Tiny Toons' adventure on the SNES called "Buster Busts Loose". The first thing I noticed about BBL is that Konami did a fantastic job in portraying the likeness of the Tiny Toons characters on the SNES. BBL is meant to represent a cartoon/game show. Babs and Buster are the hosts of the show and will entertain you in between each round. While almost all of the popular Tiny Toons characters make a cameo appearance, Buster takes the lead and is clearly the star of the



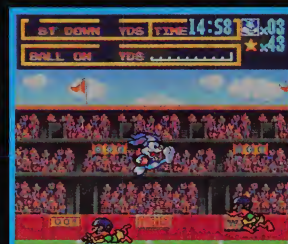


show. What was refreshing about BBL is a lot of diversity in the game play, which works in conjunction with how the levels are constructed. There are also these cool mini-games in between each stage that can be found in the main stages as well. Are we okay so far? Allow me to elaborate.

BBL is comprised of six levels of eight way horizontal side scrolling action, and each level has four or more sub levels. After you have successfully completed a round, Babs and Buster will greet you as hosts of the show and ask you to spin the bonus game wheel. The player

will land on one of five bonus games to play, ranging from the mystery weight challenge to a rousing game of squash with fur ball. By winning a bonus round the player can earn some tasty 1 ups to help finish the game. Buster can muster up incredible amounts of speed by pressing the dash button. In this





respect, we can say he is a cross between Sonic and the Road Runner. Buster also has three different methods of attack, two of which are dash moves. Dashing Dive: When Buster is dashing, he can dive and skid. This move is reminiscent of Pete Rose diving into first base. Dashing Kick: After Buster has built up enough speed, he can jump in the air, placing his huge left foot out front, pow-

dering everything it comes in contact with.

Drop Kick: Buster can perform a back flip from a standing still position, which is an acrobatic feat in itself.

I hate to keep sounding like a broken record, but graphics once again will set a standard in the industry. (Check out the graphics in level three, they are way hot!) The music soundtracks are from the cartoon and as usual the quality of the samples meet the requirements of Konami's high standards. Need I say more? Don't be fooled into thinking this is a kiddie game in lieu of its cartoon license because it's not at all. But if you're not old enough to understand



football, you will have trouble with the fourth stage. If I had any complaint at all it is that the artwork on the main character is so good, I really don't feel the need for a black outline around them to make them stand out.

99 says give this one a try. Konami has some tried and true methods of proving entertainment value in their games.

99 out.



STARFOX

SUPER FX

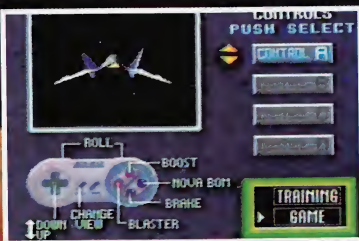


NINTENDO
SHOOTER
1 PLAYER
8 MEG SFX
AVAIL. MAR.



The most incredible game ever to appear on cartridge format and the first Super FX game has arrived, Nintendo's Starfox offers players a feeling never before experienced outside of the arcade. Maneuver your ship through incredible new worlds filled with huge scaling polygons and animated enemies that have to be seen to be believed. Believe it or not this is just a fraction of what this new chip is actually capable of, so you can imagine what Nintendo has in store for us in the near future as they surpass CD quality on cartridge format. This is one of those games that every Super NES owner must have. No matter how many times you play it you'll find yourself

coming back for more, and if you have a quality sound system such as surround you will not believe the experience as Starfox has earth pounding base and alien voices that help put you in the game. Starfox is another first for Nintendo, and just the first in what will be a long line of new and innovative games that you don't need an expensive peripheral to play. Who needs a CD-ROM when you can experience this kind of quality gaming right now.



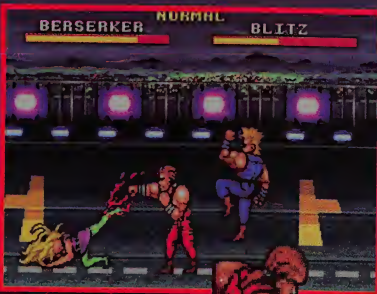
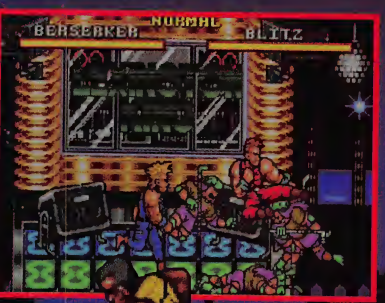
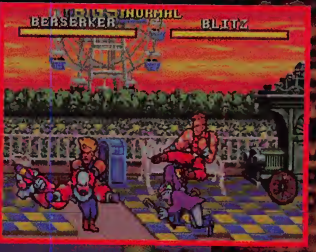
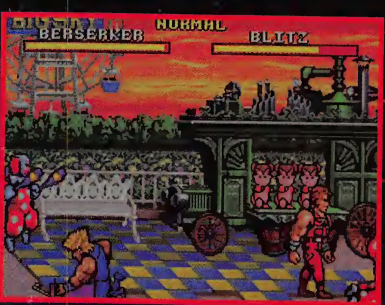
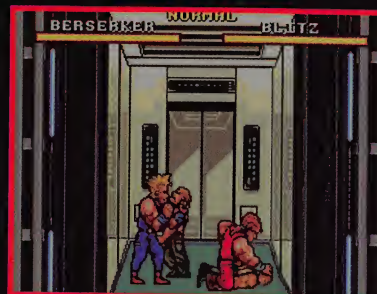


THE COMBATRIBES

TECHNOS
FIGHTING
2 PLAYER
12 MEG
AVAIL MAR



Straight out of the arcades and into your SNES, it's *Combatribes*, where brutal little muscle heads slam, bang, and butt their way to ridding New York City of the ultra-gnarly Ground Zero gang. Choose from Berzerker, Bullova, or Blitz, each with their own trademark fighting styles and special moves. Sounds good doesn't it? Especially since it's 12 megs. Well, as far as color and graphics go, *Combatribes* is excellent, but that's where the fun stops. This game is extremely short and basic. Each level consists of three uneventful fights, (complete with slow down) and then a final boss, just put your controller on turbo and follow him, (or her) around the screen. It's amusing at times to watch, but boring and uneventful to play. So what about the one on one fighting option? Since the game looks like about four megs, the one on one must be awesome ... right? WRONG. We cracked up when we saw it the first time. All you get are standard moves except for some cheesy one button fireballs. You can use the defeated bosses, but they move like snails, the back-grounds are nice though (if that's any consolation). To me, after waiting a year for a 12 meg game to come out it should be really good, but *Combatribes* feels more like a four meg game and just an okay one at that. With the advanced hardware the SNES offers there's no excuse for a 12 meg game to be this wimpy. There are however, those two redeeming qualities I mentioned before. The graphics are excellent and some of the moves, (though haphazard) are really fun to watch and the amount of displayed color is great, maybe that's where all the memory went. Die Hard fighters may find these qualities enough to hold their interest but personally I need more playability and fun out of these kinds of games, but when all is said and done, I'd probably buy it, (don't ask me why).

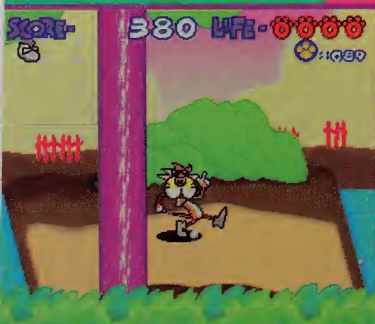


CHESTER CHEETAH

TOO COOL TO FOOL



KENKO
ACTION
1 PLAYER
8 MEG
AVAIL NOW



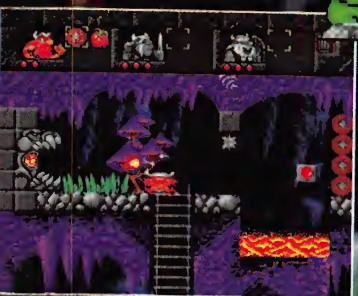
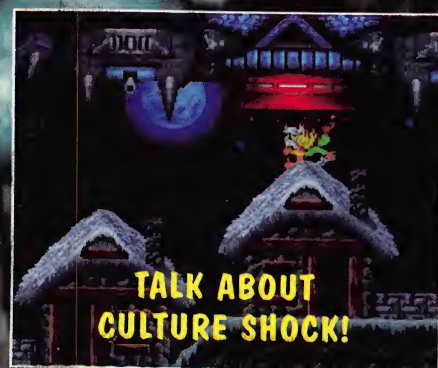
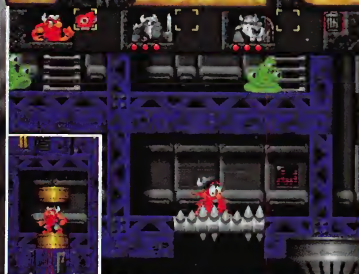
Corporate America has opened it's eyes and is looking to us gamers for some choice advertising opportunities, now that we've been herded into our houses, (and TV is oh so dull) they've got to get into our video games so we'll buy their little snacks. Yes ... It's time for food games! Not that Chester Cheetah is a bad game, I mean it's ok. The color is excellent and the music is decent too. And Chester himself is fun to control and does some cool things like run fast, cop

shades, and crawl through pipes. Where this game fails to deliver is in originality, drawn blocky, almost like the ones mom used to stick on the fridge when you were in the second grade, and the animation is just not there. Nothing moves fluidly, but somehow, I enjoyed playing this game enough to finish it (about 30 to 40 minutes) and have gone back to it a couple of times since. It's put together well and like I said before, it's very colorful. You also get some diversity with each new level and the last boss (the last level is a shooter) scales nicely. I think Kaneko is a promising company. Their last few games have been pretty good and Chester Cheetah is a game worth owning. I don't feel the sudden urge to stuff my gorge with Cheetos, but I had fun. Check it out.



THE LOST VIKINGS

INTERPLAY
ACTION
2 PLAYER
8 MEG
AVAIL NOW



Imagine you're a lonesome Viking content after eating a hearty meal and all of a sudden out of nowhere you are kidnapped and flung into a strange new world along with your best buddies. Thank Thor that they're along, as you could never make your way home without their skills. The object is to get this band of lost Vikings home.

You must help fleet footed Eric the Swift, Baleog the Fierce, the vicious barbarian, and Olaf the Stout, the invincible shield, use their superior Nordic logic to figure your way out of each level.

The Lost Vikings is one of the most fun and original games I've ever played on the Super NES. The animation on the characters is hilarious. They each look and act like genuine Vikings, doing things like picking their nose and burping after a good meal. For what is basically an action/strategy game, the game play and character control is perfect, rivaling even some of the best action platform games around. And the techno style music is phenomenal, reminiscent of Yuzo Koshiro, and quite a surprise in this style of game ... Definitely appreciated. Interplay really put in the work required to make this game worthy of a true die hard gamer. You can tell that this game was programmed by people who play games ... INCREDIBLE!



SCITRON GAME CD MUSIC

PONY CANYON

Since 1987 Pony Canyon of Japan has been providing CD music compilations of all your favorite games. Professionally re-mastered, these Game music CD's are an exciting addition to your game collection.



IREM
A-TYPE 2
IMAGE FIGHT

ATARI
THAT'S ATARI MUSIC
THAT'S ATARI MUSIC 2

SNK
FATAL FURY/LAST RESORT
THE SUPER SPY/NINJA COMBAT
ALPHA MISSION 2
KING OF MONSTERS
CROSSED SWORDS/SEN-GOKU
ART OF FIGHTING

JAELECO
EDF
SAINT DRAGON
ROD LAND

SEGA
OUT RUN
AFTER BURNER
GALAXY FORCE
CRACKDOWN/GAIN
GROUND
COLUMNS/COLUMNS 2
SST BAND LIVE
SUPER SONIC TEAM SST BAND
HYPER DRIVE SST BAND
POWER DRIFT AND MEGA DRIVE
MEGA SELECTION SST BAND
MEGA SELECTION 2 SST BAND
FORMULA SST BAND
BUND SPOT SST BAND

TAITO
NINJA WARRIORS ZUNTATA
S.C.I. (CHASE HQ PT. 2)
ON THE BALL/CADASH
CYBERION ZUNTATA
SPACE GUN/HIZBUG
ZUNTATA LIVE
TAITO DJ STATION
DARIUS II ZUNTATA
GRAW/GUN FRONTIER

TECHMO
NINJA GAIDEN
STORM FIGHTER

TECHNOS JAPAN
DOUBLE DRAGON 1 & 3

DATA EAST
VAPOR TRAIL
TWO CAIDE DUDES/
MIDNIGHT RESISTANCE
DARK SEAL
DEATH BLADE

SAIPE DEVELOPMENT
RAIDEN TRIAD

TOPLAN
ZERO WING
OUTZONE/SNOW BROTHERS

COLLECTIONS
GAME MUSIC BEST OF THE YEAR
VOLUME 1 (1989)
VOLUME 2 (1990)
VOLUME 3 (1991)

NAMCO
WINNING RUN
FINAL LAP 2
MARVEL LAND

UPL
TASK FORCE HARRIER

VIDEO TAPES
A-TYPE
GHOULS & GHOSTS
STREET FIGHTER
STREET FIGHTER II
STREET FIGHTER/
OUTSIDE FIGHT
STREET FIGHTER II CHAMPION EDITION
(COMMERICALS INCLUDED)
LIFE FORCE
MURK
THUNDER CROSS 2
GARDIAN II
COSTUME/HAUNTED CASTLE
AFTER BURNER 2/
GALAXY FORCE 2
POWER DRIFT
OUTRUN
SUPER MONACO GP
SST BAND LIVE IN CONCERT
TETRAIS
RAINBOW ISLAND
NINJA WARRIORS
DARIUS 2
CHASE HQ
WINNING RUN
GAME MUSIC FESTIVAL 1990
TWIN COBRA
GALS ISLAND



For questions and inquiries call: (818) 774-2012



ALBERT ODYSSEY

SUNSOFT
STRATEGY
1 PLAYER
10 MEG
AVAIL MAR

勇者 アルバート	じゅうじやん騎士 耐久力 100
地形効果 40% 向き補正率 70%	地形効果 40% 向き補正率 30%

松首	ドラゴン 耐久力 120
地形効果 60% 向き補正率 70%	地形効果 60% 向き補正率 50%

勇者 アルバート	レッドローパー 耐久力 30
地形効果 00% 向き補正率 70%	地形効果 00% 向き補正率 30%

魔術師 ソフィア	スケルトン 耐久力 98
地形効果 20% 向き補正率 70%	地形効果 40% 向き補正率 00%

Charge the enemy in awesome multi screen attacks!

戦士 スレイ	じゅうじやん騎士 耐久力 403
地形効果 20% 向き補正率 70%	地形効果 20% 向き補正率 30%

魔術師 ソフィア	
地形効果 00% 向き補正率 70%	地形効果 00% 向き補正率 70%

魔術師 ソフィア 耐久力 2157	ガーゴイル
地形効果 00% 向き補正率 30%	地形効果 40% 向き補正率 70%

勇者 アルバート 耐久力 3121	かいじやん騎士
地形効果 60% 向き補正率 00%	地形効果 60% 向き補正率 70%

In my everlasting quest for quality RPG's, my latest discovery is the incredible Albert Odyssey. Currently this one is only available in Japan, however, Sunsoft is considering an American version. This is a story of revenge. Sophia's father (a powerful magician) has been murdered by the dark wizard Oswald and now Albert, Sophia, the monk Noiman, and Soon the knight "slay" will set out to fight Oswald's evil army, reclaim villages, kill Oswald and restore peace. From the moment you turn this game on, it is truly amazing. The attention to detail in the villages is outstanding with mosaic clouds floating overhead and enchanting music. The characters are also well defined and beautifully colored and shaded. But where this game really excels is in the fighting scenes. The fighting structure is similar to that in Shining Force although much better. After positioning your fighter and selecting his method of attack (he or she) will run across two screens, then hurl himself at the enemy, hitting or slashing. Both characters react showing both anger or pain creating a totally dramatic effect, the screen then quickly switches to a three quarter view and shows the defeated character exploding in a sparkling light. And there are also some amazing mode 7 and scaling effects in the overhead battle mode. When strategic fighting commands most of a game, scenes like this are what keep RPG players engulfed in a quest. We will go into further detail on this game as we progress and bring you more news on the US release as soon as possible (we are in touch with Sunsoft). If you're one of the few who play import RPG's Albert Odyssey should be your next adventure.

おねごもり	移動力: 00
耐久力: 00/403	



ゴート騎士	耐久力: 00/80
ゴート騎士	耐久力:

The King of Rally

PARIS - MOSCOW - BEIJING



**MELDAC
RACING
1 PLAYER
8 MEG
AVAIL NOW JAPAN**



The first unique and original driving game in a long time has arrived, (at least in Japan) King of Rally. Enter a mode 7 environment which looks and feels like true 3D with various course conditions that require you to set up your vehicle differently for each leg of the race. The other unique quality of King of Rally is that you drive into, across and out of the screen, in fact in several areas, you can go any way you want. Your goal is to find check points, how you get there is at times completely up to you. Besides these unique points, King of Rally is just an excellent driving game with quality graphics and music and



perfect adjustable control. It also gives you a lasting challenge as you will play over and over to first of all finish the rally and then to improve on your time. You'll also find yourself wanting to do certain complex levels perfectly as the first few

times you will inevitably get lost or run into things as you race for a win-



ning time. Whether you're into driving games or not, don't pass up King of Rally, it's excellent in every way with no visible shortcomings. Who's meldac anyways? Whoever they are, if King of Rally is any indication, there's a bright new 3rd party company in Nintendo's arsenal.

Whoever they are, if King of Rally is any indication, there's a bright new 3rd party company in Nintendo's arsenal.

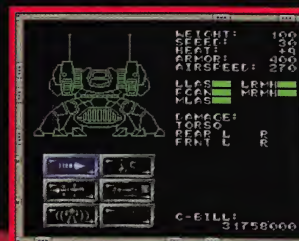


MECH WARRIOR

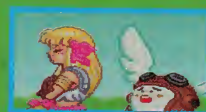
ACTIVISION
SHOOTER
1 PLAYER
8 MEG
AVAIL. NOW

Based on the arcade phenomenon Battle Tech, Mech Warrior is a game I have been eagerly awaiting since I first heard rumors of it's development. With excellent Mode 7 combat scenes and a strong element of strategy, you are thrown into the middle of a virtual reality style combat setting where only the strong survive. Pick your weapons wisely and you MIGHT have a chance! But keep an eye on your weight and temperature or you might find yourself stranded while your Mech is mercilessly pummeled as you cool down. (extremely annoying!)

This game is not for the simple minded, so be prepared to spend a lot of time suiting up, and above all don't forget to save your game. Although it's not perfect, I definitely recommend it.

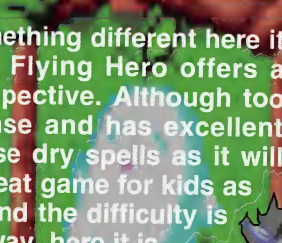
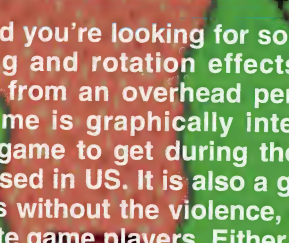
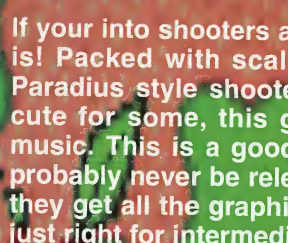


Flying Hero



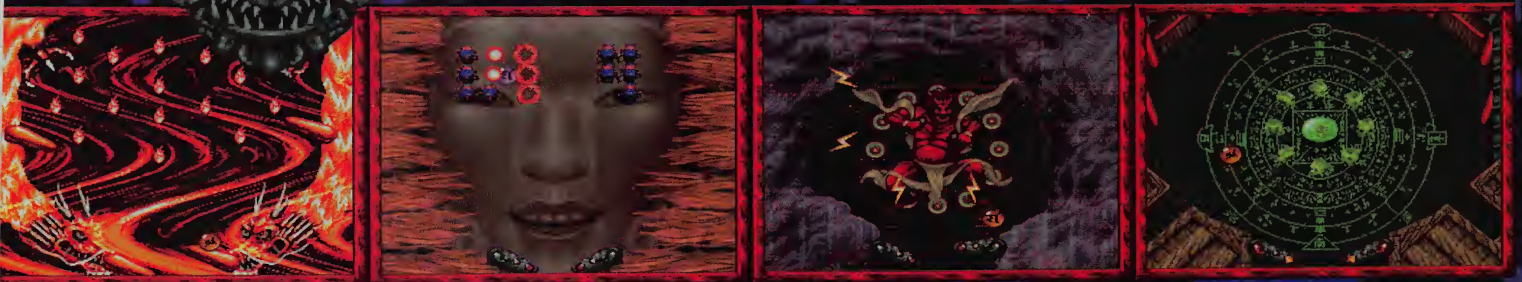
SOFT
SHOOTING
1 PLAYER
8 MEG
AVAIL. NOW JPN

If your into shooters and you're looking for something different here it is! Packed with scaling and rotation effects, Flying Hero offers a Paradius style shooter from an overhead perspective. Although too cute for some, this game is graphically intense and has excellent music. This is a good game to get during those dry spells as it will probably never be released in US. It is also a great game for kids as they get all the graphics without the violence, and the difficulty is just right for intermediate game players. Either way, here it is.

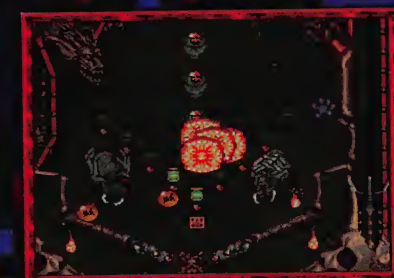


JAKI CRUSH

NAXAT
PINBALL
2 PLAYER
8 MEG
AVAIL NOW JAPAN



Ever since Alien Crush on the TG16, I have been completely addicted to every Naxat pinball game to come out. The thing that makes electronic pinball exciting is the ability to do things you just can't do with a real pinball machine. Devil's crush was (and still is in my opinion) an extremely fun and addicting game that has kept me up late for more nights than I'd like to admit, and when I heard that Naxat was working on a Super Famicom version I was ecstatic! And when I finally got my hands on it I immediately plugged it in, turned it on, and turned up the stereo. WOW, It was sure worth the wait! Although the main board takes a little getting use to, the bonus rounds more than make up for it, with eye popping detail and a pumping Naxat soundtrack, this Game has what few games can offer ... lasting power.





KI KI KAI KAI

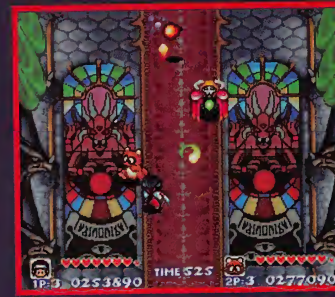
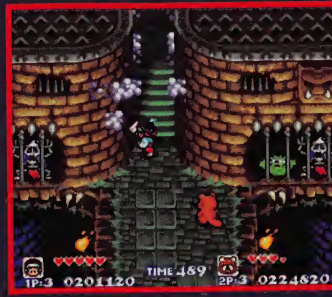
NATSUME
ACTION
2 PLAYER
8-MEG
AVAIL NOW JPN.



This awesome two player game by Natsume will be hitting these shores very soon as Rocky & Poky, but we couldn't wait to show it to you so we got our hands on an import version and here it is. If you're looking for a good two player action game this is definitely the one for you. The music, colors, playability, and use of special effects are all done extremely well. I haven't seen graphics this detailed since Legend of the Mystical Ninja by Konami. That is really the only game I can compare this one to because they both use cute characters that I otherwise wouldn't like, but somehow these two games just overcome that with a good mix of mystical action/storyline and mesmerizing music.

While you're playing the game the character interaction can be extremely unique. For instance; you can run into player two and send him spinning and sliding, bouncing off of everything like a human pinball. Not that that alone is so impressive, but while he's bouncing around he

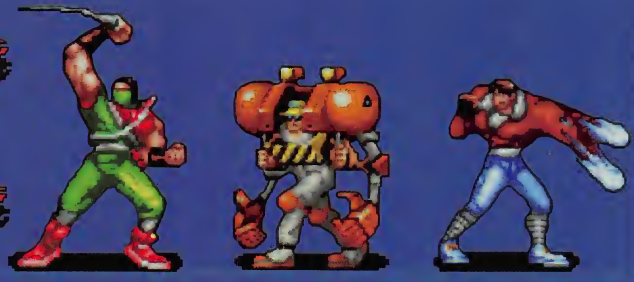




becomes a weapon. This is actually a worthy attack technique and it's funny at the same time. The attention to detail is also unparalleled, while you're sliding or running, small dust clouds will come off of your feet or your body, and there are also changes in weather conditions accompanied by changes in the music to fit that situation and the enemies that you are fighting. There are also magic spells and incredible control over each character. I would have to say that this is the best game that I have played of this kind, especially because all this takes place in a two player game that is both long and challenging. So keep your eyes open for Rocky & Poky, it's coming soon!



RIVAL TURF II



JALECO
ACTION/FIGHTING
2 PLAYER
12 MEG
AVAIL. MAR.



I already know what you're thinking (I have magical powers). No, seriously, you're thinking "hey, I didn't think Rival Turf was so hot, so why should I go out and buy the sequel?". Why? Because RB2 is so different that it doesn't even resemble part 1, this is an entirely new game. Jaleco has first of all beefed up the characters big time and they also have all new moves and better animation. I especially like using Kazan. His triple Jump is one of the most useful techniques I have ever experienced in this

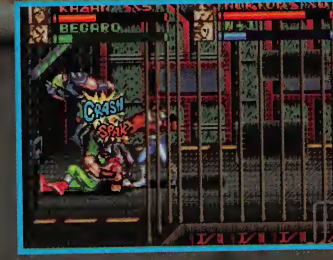
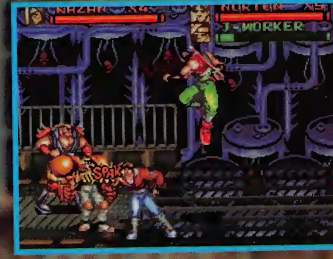




type of game. To kind of break the monotony so often found in side scroll fighters Jaleco has added some nice distractions to keep you going, like Helicopters, rooftop battles, and electrically charged floor panels. Other than that it's non stop pounding as the enemies never stop coming and the bosses are worthy opponents reminiscent of Final Fight. Another quality that kept me



glued was the use and amount of color, this is one game where you can really see and feel 12 megs of power. Overall, I rate Rival Turf 2 right up there with the best of it's class like Streets of Rage 2 and Final Fight. So if you're in the mood to beat the goo out of somebody, take out your frustrations with Rival Turf 2.

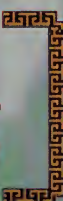




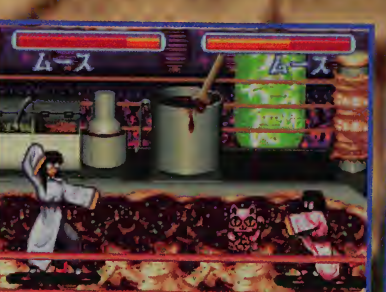
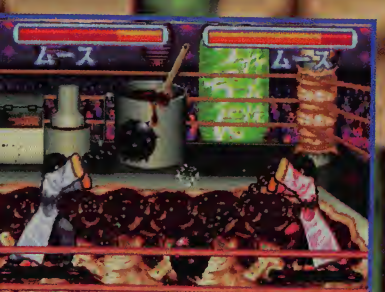
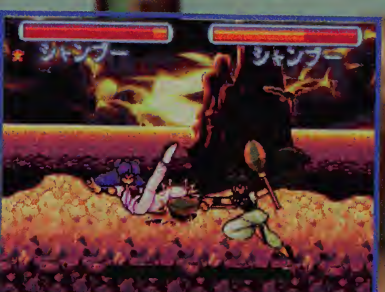
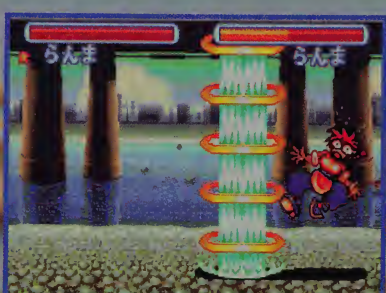
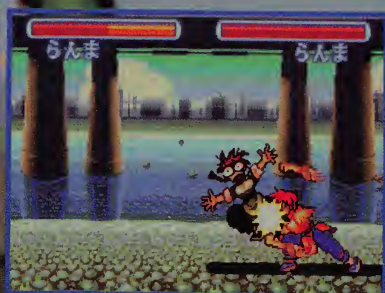
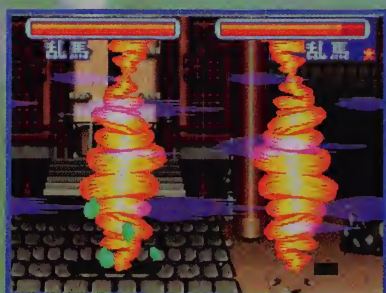
らんま 1/2

RANMA

1/2



N.C.S.
FIGHTING
2 PLAYER
12 MEG
AVAIL NOW JPN.



Released only a few months after the original, Ranma 1/2 returns with the original cast of characters as well as a few new ones. The game also has three modes including a team versus es mode that allows



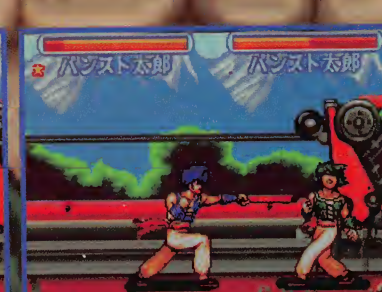
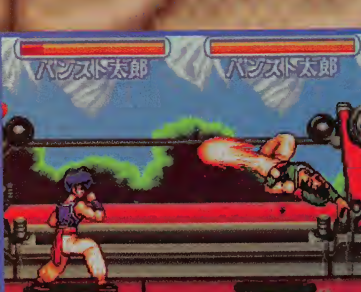
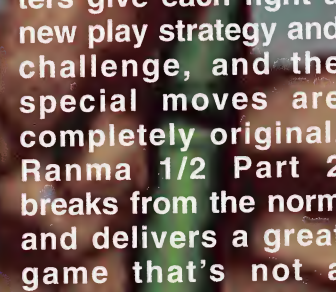
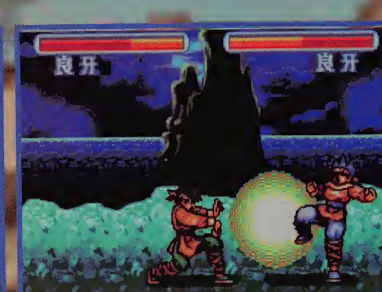
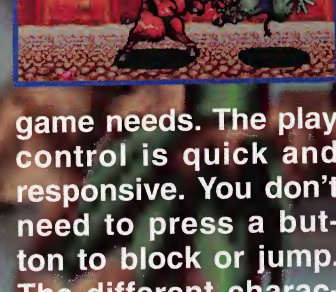
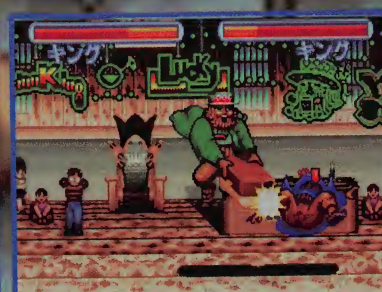
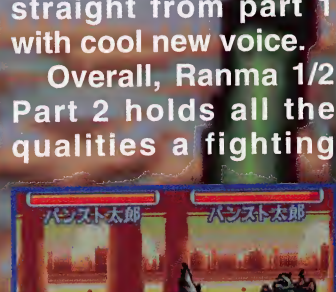
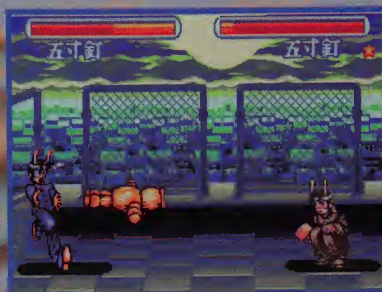
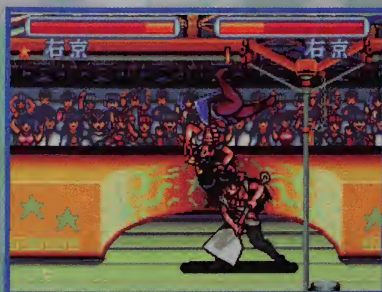
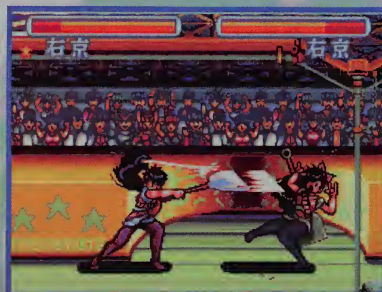
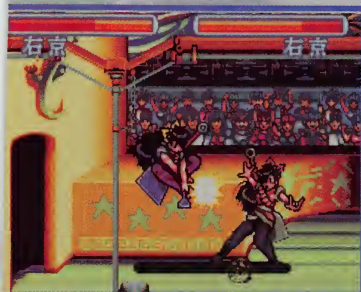
you and a friend to choose 5 characters each and battle it out to see who the greatest fighter is.

Ranma 1/2 part 2 has 12 unique characters to choose from (more than any fighting game on a home system), with a whopping 110 different



punches and kicks, each character also has an arsenal of 3 to 4 special attacks to pulverize the opponent.

The graphics are well defined, from the detailed backgrounds to the big animated



characters. The wide use of colors and shades are noticeable in each level bringing realism to the game. Every character also has a cinema display intro and ending.

The game doesn't stop there. The music is top notch and the sound effects are straight from part 1 with cool new voice.

Overall, Ranma 1/2 Part 2 holds all the qualities a fighting

game needs. The play control is quick and responsive. You don't need to press a button to block or jump. The different characters give each fight a new play strategy and challenge, and the special moves are completely original. Ranma 1/2 Part 2 breaks from the norm and delivers a great game that's not a clone of the others.

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

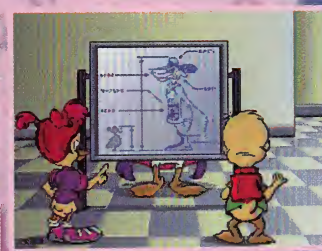
SEGA CD

RENOVATION
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TURBO TOONS



INTER DESIGNS
ACTION
1 PLAYER
4 MEG
AVAIL NOW

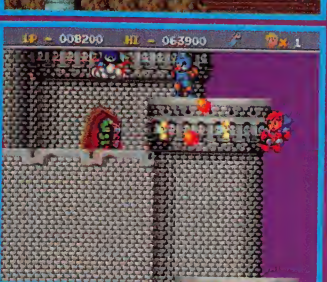
Okay, I hate to admit it but I actually had fun with Darkwing Duck. This game has both good and bad points, although unfortunately, there's more bad here than good. For starters the control is pretty sluggish. Hit the jump button and Darkwing jumps about a second later. This takes a lot of getting used to. Secondly, what music there is should be turned off 'cause I've heard better in elevators. My last complaint is that the game is too easy. I finished it my second time in about a half an hour. The good stuff is that it's actually fun to play and features more than just the run of the mill jump and shoot. The concept is to find missing pieces of a stolen picture and only when all the pieces are found can you go on to fight the boss. Some more things I liked about the game were the colorful characters and cool parallax scrolling. All in all Darkwing Duck is worth checking out, especially for those who have not yet upgraded to the Super CD system.





LEGEND OF HERO TONMA

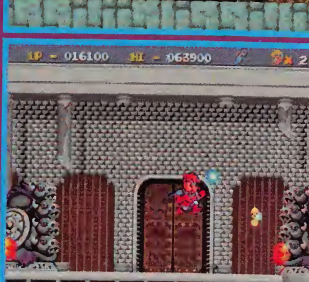
IREM
ACTION
1 PLAYER
4 MEG
AVAIL. FEB.



Way back in 1989 I can remember anxiously awaiting the arrival of this game for the PC Engine, and when it finally came out I was satisfied. It had good detailed graphics, good color, and good playability. But even then I thought the music was a little shabby. That was then ... This is now. As a game reviewer I spend 10 to 20 hours a day playing games on systems like the



SNES, Genesis, Neo Geo, and CD add-ons. So when The Legend of Hero Tonma crossed my path once again, I realized how far we have come in such a short amount of time. Not that the Legend of Hero Tonma is a bad game (it's not). If all I ever played were Turbografx games I would be thrilled with this title. So I will rate it against other card games on this system. The Legend of



Hero Tonma is a well planned and fun side scroll action game with both vertical and horizontal elements. The attack mechanism can be compared to Mario as you can either shoot or bounce on your attackers heads to defeat them, but the best part of the game is the excellent artwork and detail in the characters. For it's time this was an awesome game and one that is sure to please Turbografx owners even now. So if you haven't upgraded to the Duo yet, The Legend of Hero Tonma is your best bet for a good solid action game.



HUDSON
FIGHTING
2 PLAYER
4 MEG
AVAIL NOW JPN

FIGHTING RUN



DIDGITIZED!



PICK YOUR ROBOT



HIT FROM BEHIND

Here's another unique PC Engine game. However, it doesn't look like this one is scheduled for American release. In Fighting Run, you can race against the computer or a friend. Computer foes include: Charlie Sheen, Demi Moore, and other celebrity look alikes. You control one of two highly digitized robots accelerating through tunnels, beating the living &@#* out of each other. Each time you clear a round, you move to a new area. Weapons at your disposal include shock beams and flame throwers, and as you jet down the lanes you must avoid obstacles and watch for valuable power ups. I know it sounds simple but it is extremely fun. There's also some good voice and awesome digitized intermissions, so the next time you're in the middle of that dry spell, dig up a copy of Fighting Run.



RAM EM'



LIGHTNING CHARGE



FRY HIM!



SELECT YOUR LEVEL



SPEED KILL



METALLIC MAYHEM

MAGICAL CHASE



FALSOFT
SHOOTER
1 PLAYER
4 MEG
AVAIL NOW JPN



If you own a Turbo Grafx or PC Engine and you're in search of a quality shooter, look no further! If you can't wait for the American release, which is slightly different by the way, here's a little sample of Magical Chase, perhaps some of the best work Taito has ever done. This shooter features ultra fast scrolling, incredible colors, a vast array of power ups, and the good diversity a shooter needs to compete in today's saturated market. This is truly about as good as it gets on PC Engine or Turbo Grafx.

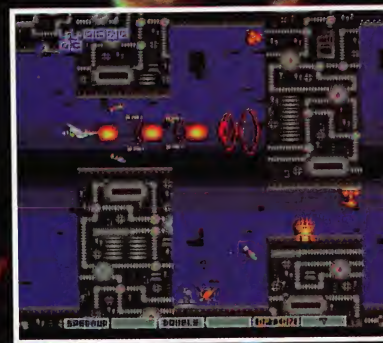
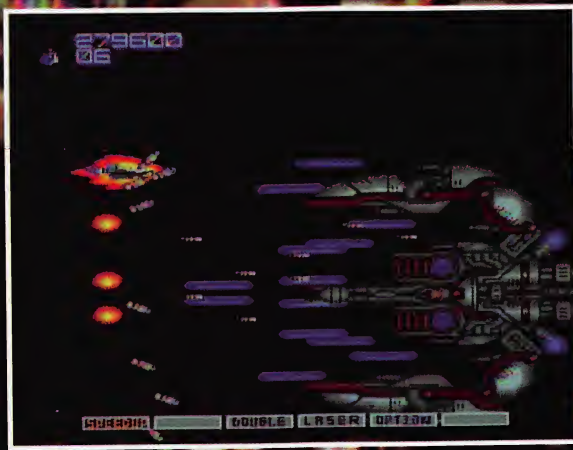
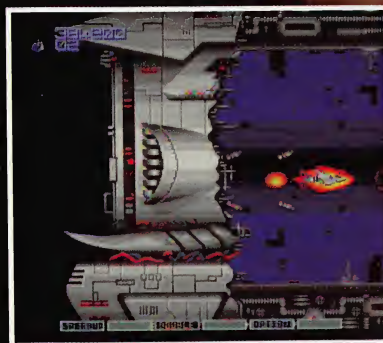
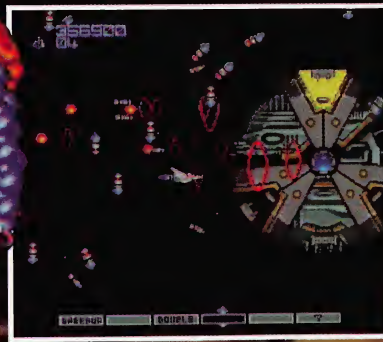
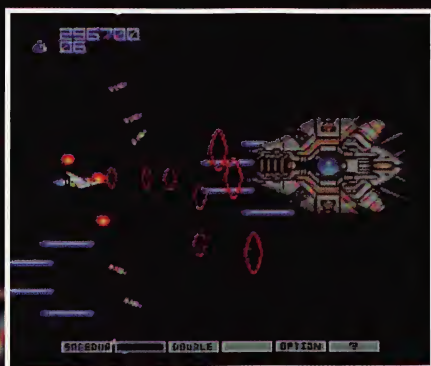


KONAMI
1 PLAYER
SHOOTER
SUPER CD
AVAIL NOW JPN



The Gradius series finally arrives CD style, and man is it intense. Gradius Gofer is the Gradius that never made it to our shores. Being a big fan of all the Gradius shooters, this Super CD version is the perfect way to go. All the levels of the original coin op version can be found here with extra Intro footage and intermissions not found in the arcade version. The levels are long and challenging, as in all the versions of Gradius, and the bosses are huge with tons of colors and multi layered back-grounds. The music in this version is gnarly with awesome Q Sound that you have to hear to believe. If you have a pair of headphones you're going to be blown away, as the music will come from both in front and behind you. For instance, imagine you are about to fight a boss. You're listening to the music and from out of nowhere you here something behind you. It's a great effect. So, overall if you're a Gradius fan like I am, you will be more than happy with this Super CD version.



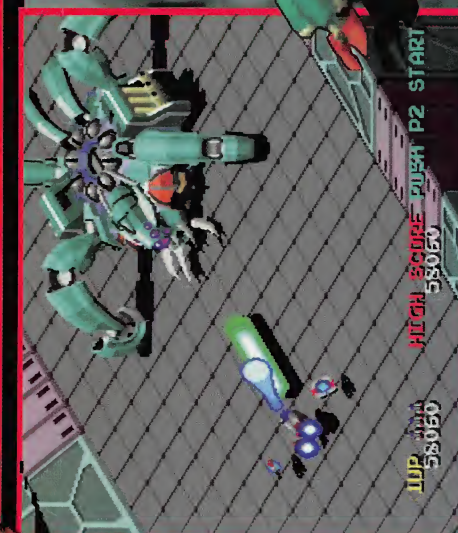
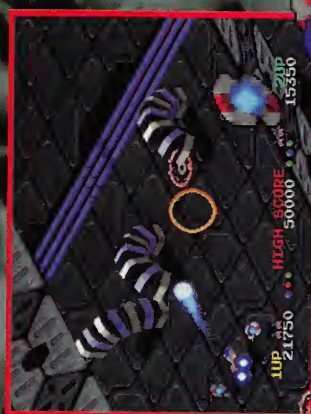


VIEWPOINT

AMERICAN SAMMY
SHOOTER
2 PLAYER
74 MEG
AVAILABLE NOW

I can't express how happy I am to see a new third party release on the Neo Geo. American Sammy really shows off what 74 megs can do. Viewpoint has the best graphics I've ever seen in a shooter. The color, shading, and animation are breath taking. When I first saw the worms on level two jumping in and out of holes in the ground I couldn't believe I was seeing it in a video game.

Viewpoint is a 3/4 view Zaxxon style game with the basic shoot or be shot game play found in all shooters. The control is a little strange because of the



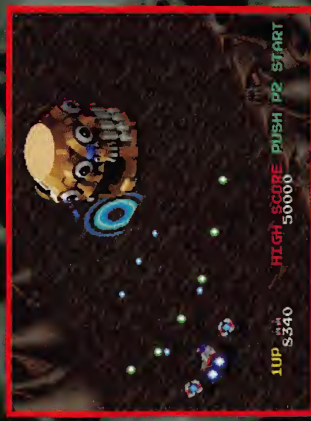


perspective, and seems to be easier to manage when you're flying in the lower left portion of the play field and harder when in the upper left. You have to be an expert shot dodger if you want to see past level 2. I guarantee you won't solve this game too soon and be upset about spending such a large sum of money on a short lived game. This one is HARD, but without a doubt, well worth the effort to solve. Another thing I really like is that you can't just whiz through this game if you have a memory card. You can save at the beginning, middle and end of a level, but if you can't beat it,



there's no way to skip anything. True shooter skill is the only tool that will get you through this one. My only complaint is that the two player simultaneous feature I saw in the arcade is missing from this home version. Where did it go? The two player mode switches off after each player dies.

I hope this game shows SNK what a good idea it is to license third parties to make games for their system. Perhaps we'll be seeing more diversity in games for the Neo Geo, not just more side scroll fighting and sports games.





CYBER-LIP



SNK
ACTION
2 PLAYERS
50 MEG
AVAILABLE NOW



The Neo Geo is a system with too many fighting games, so we at Game Fan decided to show you an early Alpha Denshi action game, *Cyber Lip*. With a futuristic story and excellent graphics, *Cyber Lip* is one of those games that I remember well. The game takes place in the year 2020 where a super computer has gone mad. Your job is to destroy this computer and save mankind from a future of computer rule. Although the game is too short (about 20

minutes with a memory card), I found it to be entertaining in many ways. First, the character animation is definitely up to Neo Geo standards, with huge pulsing bosses and awesome level graphics. And, of course, the sound is amazing, with 2 full minutes of speech at the opening of the game. Over all, *Cyber Lip* should be played by everyone with a Neo Geo at least once (Without a memory card!). If more games like this one come out on the Neo Geo, I'll buy them all!



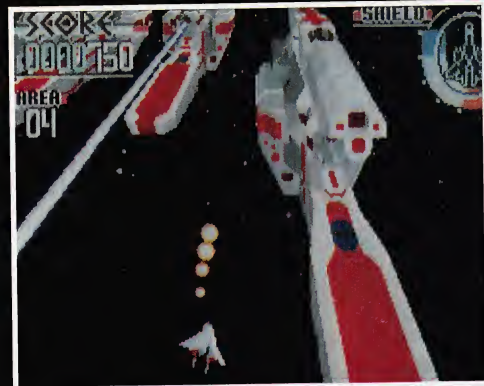
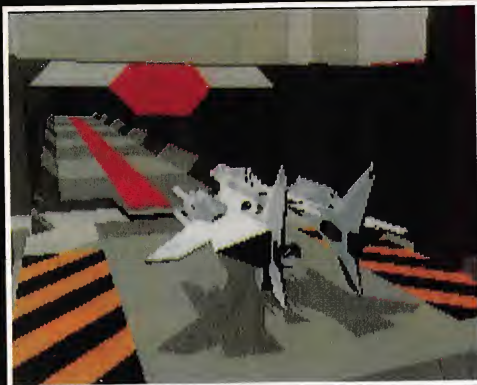


January 7th 1993, the staff of Die Hard Game Fan converged upon the show floor at the 1993 Winter CES. There were over 200 new titles at this show, so we had our work cut out for us. This was a surprisingly good show for Winter. We don't usually see this many promising games until June. As we mentioned in our Editorial Zone, there was much more good than bad and even some surprises. You may notice that this issue has the cleanest screen shots yet, so these shots may seem fuzzy. (Video just doesn't come out so hot under the lights.) No worries though, we'll bring you more on all the good ones very soon. But for now, here they are.

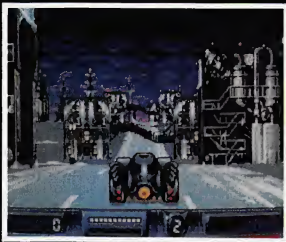
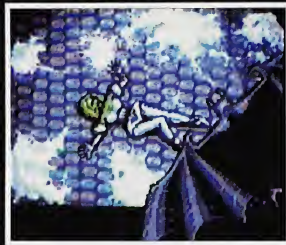
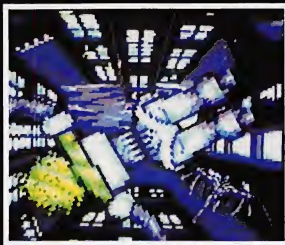
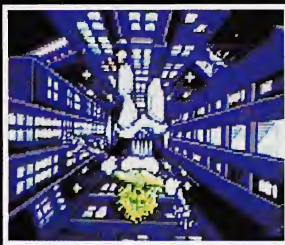


SEGA

The Sega CD had some awesome games but also some questionable no-shows like Sonic CD, Night Striker, and Star Wars.



GAMEARTS' new shooter, Silpheed, was one of the most impressive games at the show combining fractal graphics and huge scaling polygons. Silpheed plays a lot like Star Blade, except that your ship can scale into the screen and is always visible. The version displayed at CES was extremely early with hardly any of the enemies in place and it still stood out as one of the best. The screen shots you see here are of a more recent version that we received from GAMEARTS. Hopefully Silpheed will make its American debut sometime this year.



Sega is really taking thier time with Batman Returns CD. As you can see they are making good use of the scaling hardware, and the music is awesome.



WWF WRESTLEMANIA
FLYING EDGE



MORTAL KOMBAT
ARENA



WHO SHOT JOHNNY
AMERICAN LASER GAMES



MAD DOG MCCREE
AMERICAN LASER GAMES



SPACE PIRATES
AMERICAN LASER GAMES



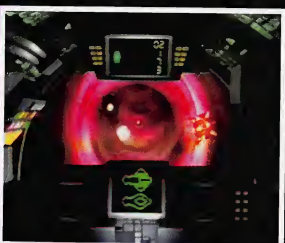
GALLAGER'S SHOOTING
AMERICAN LASER GAMES



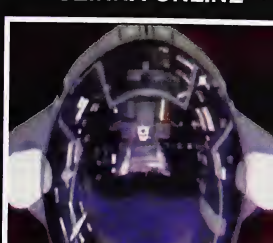
STELLAR 7
SEIRRA ONLINE



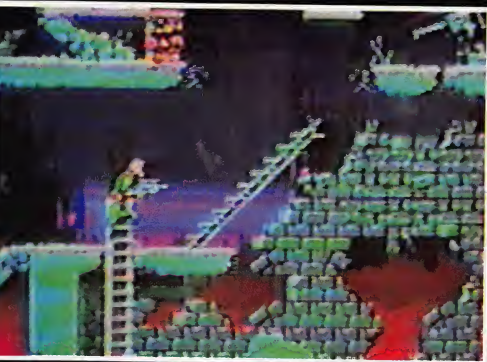
CITIZEN X
SEGA



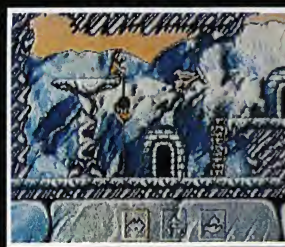
PSYGNOSIS IS BRINGING OUT THEIR INCREDIBLE FULL MOTION GAME MICROCOSM ON CD



SONY'S DRACULA COMBINES SIDE SCROLLING ACTION WITH BEAUTIFUL FULL MOTION. LOOK FOR IT IN MARCH.

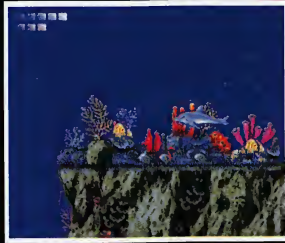


Virgin filmed live actors for the animation in Terminator. If you're one of the many who have been anxiously awaiting this title, I assure you that you will not be disappointed, as the artwork, graphics, and music in Terminator are incredible. It's CD all the way!



AS SEEN IN LAST MONTH'S ISSUE ROAD BLASTERS HAS MADE ITS WAY TO THE SEGA CD AS ROAD AVENGER

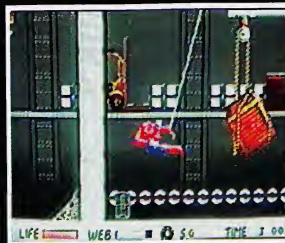
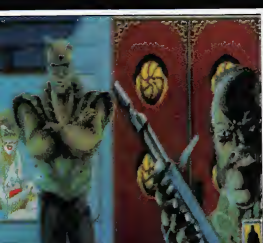
HUMANS CD
GAMETEK



MONTANA CD
SEGA

ECCO CD
SEGA

AFTERBURNER 3
SEGA

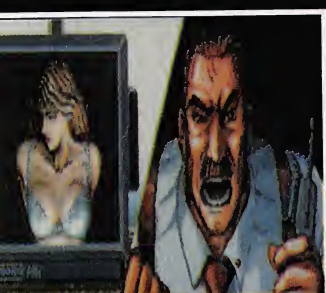


RISE OF THE DRAGON
SEGA

SPIDERMAN CD
SEGA

INDIANA JONES
SEGA

Here's a breif summary of this page. Montana, Ecco, Spiderman, Final Fight, Road Avenger, and Rise of the Dragon for Sega CD are all good. Afterburner 3 needs some MAJOR help.



FOR THOSE OF YOU WHO HAVE BEEN WAITING FOR FINAL FIGHT CD WE ARE HAPPY TO REPORT THAT IT'S TWO PLAYER AND LOOKED AND PLAYED AWESOME. THE MUSIC SOUNDED GOOD AND THERE'S EVEN A TIME ATTACK MODE. FEBURARY JAPAN ... AMERICA ?



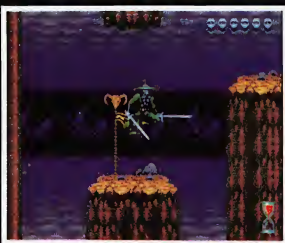
Sega continues their strong support for the cartridge format with quality games and quality third party companies. We keep seeing new and better high meg cartridges, each better than the last, year after year. You don't have to own a CD to enjoy the world of Sega!



CYBORG JUSTICE
SEGA

OUTRUN 199
SEGA

X-MEN
SEGA



CHAKAN
SEGA



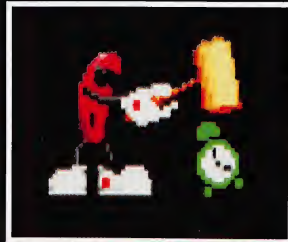
DINOSAURS FOR HIRE
SEGA



SHINOBI 3
SEGA



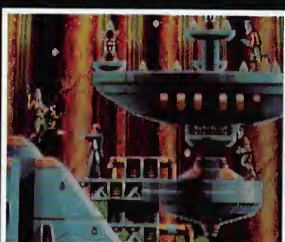
INDIANA JONES
SEGA



SEGA MADE A GOOD MOVE BY ACQUIRING COOL SPOT FROM VIRGIN. IT WAS ONE OF THE BEST NEW CARTRIDGE GAMES AT THE SHOW.



TOYS
ABSOLUTE



JAMES BOND 007
TENGEN



RACE DRIVING
TENGEN



ROAD RIOT 4WD
TENGEN



MIG 29
TENGEN



NBA ALL STARS
FLYING EDGE



FLINTSTONES
TAITO



HIT THE ICE
TAITO



CHASE H.Q. 2
TAITO



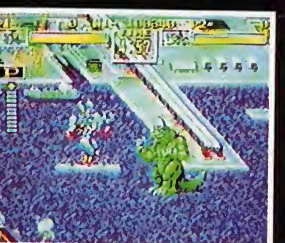
TINY TOONS
KONAMI



ROCKET KNIGHT ADVENTURES
KONAMI



FATAL FURY
TAKARA



KING OF MONSTERS
TAKARA



SPLATTERHOUSE 3
NAMCO



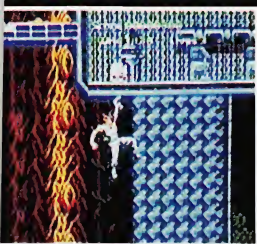
SPLATTERHOUSE 3
NAMCO



ROLLING THUNDER 3
NAMCO



ROLLING THUNDER 3
NAMCO



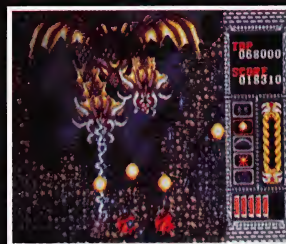
STRIDER 2
U.S. GOLD



FLASHBACK
U.S. GOLD



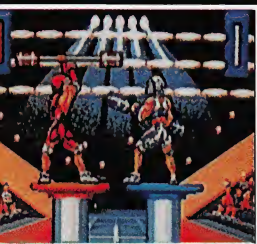
SPEEDWAY PRO
RENOVATION



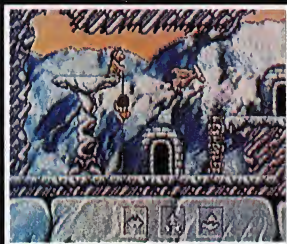
ELEMENTAL MASTER
RENOVATION



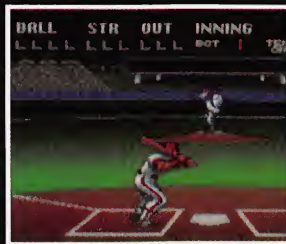
SORCERER KINGDOM
SAMMY



AMERICAN GLADIATORS
GAMETEK



HUMANS
GAMETEK



NOLAN RYAN
MENTRIX



CHAMPIONSHIP BOWLING
MENTRIX



KEEPER OF THE GATES
RAZORSOFT



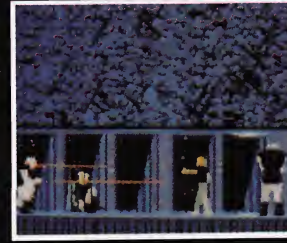
AERO THE ACROBAT
SUNSOFT



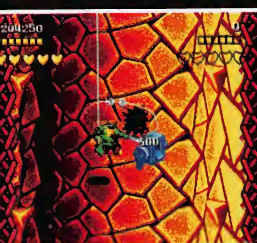
REVENGE OF THE JOKER
SUNSOFT



WAYNE'S WORLD
THQ



OUT OF THIS WORLD
VIRGIN



BATTLETOADS
TRADEWEST



BATTLETOADS
TRADEWEST

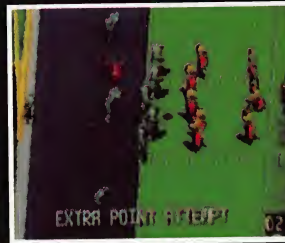
PROGRAMMED BY SEGA OF AMERICA

SUPER NINTENDO ENTERTAINMENT SYSTEM

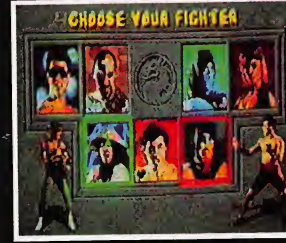
Intendo blew everybody away with the dome, which was by far the most exciting attraction we ever experienced at a CES show. Intendo's SFX chip promises arcade quality games without an arcade size investment.



TOYS
ABSOLUTE



SUPER HIGH IMPACT
ACCLAIM



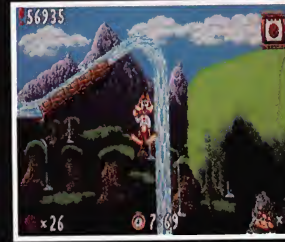
MORTAL KOMBAT
ACCLAIM



MORTAL KOMBAT
ACCLAIM



BUBSY
ACCOLADE



Overall Sega had a great show. Games like Rocket Knight Avengers, Ecco, Fatal Fury, Aero the Acrobat, Flashback, Mortal Kombat, Dashing Desperados, Battletoads, Splatterhouse 3, Flintstones, Blaster Master, and Cool Spot show their commitment to the cartridge format. Games such as Batman Returns, Silpheed, Dracula, and Final Fight show us that the CD is off to a great start and exciting new peripherals like Virtua continue to give us Sega users a vast array of choices in our never ending quest for new and exciting experiences in the video game world.



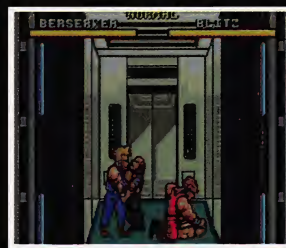
MECH WARRIOR
ACTIVISION



ALIENS VS. PREDATOR
ACTIVISION



BATTLE BLAZE
AMERICAN SAMMY



COMBATRIBES
AMERICAN TECHNOS



KING OF RALLY
AMERICAN TECHNOS



VALIS IV
ATLUS



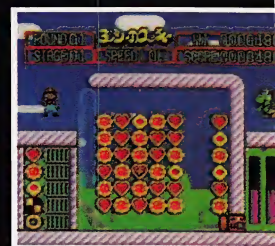
SUPER WIDGET
ATLUS



TOXIC CRUSADERS
BANDAI



KITARO'S ADV.
BANDAI



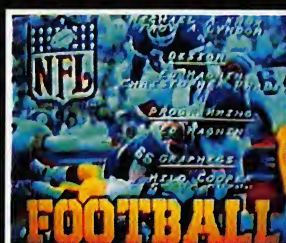
YOSHI'S COOKIE
BULLET PROOF



ORBITUS
BULLET PROOF



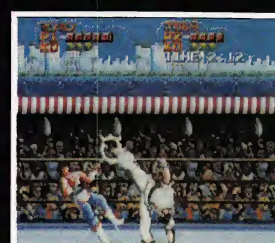
FINAL FIGHT 2
CAPCOM



MVP FOOTBALL
CAPCOM



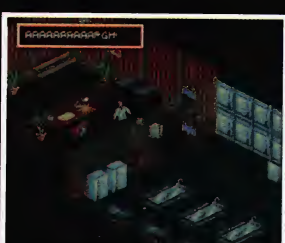
GOOF TROOP
CAPCOM



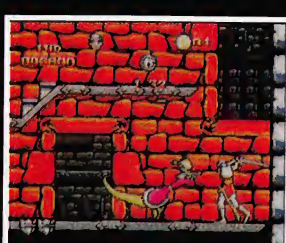
ULTIMATE FIGHTE
CULTURE BRAIN



CALIFORNIA GAMES 2
D.T.M.C, INC.



SHADOW RUN
DATA EAST



DRAGON'S LAIR
DATA EAST



CONGO'S CAPER
DATA EAST



FUTURE ZONE
ELECTRO BRAIN



LEGEND OF THE RING
ELECTRO BRAIN



EVO
ENIX



THE 7TH RUNE
ENIX



HUMANS
GAMETEK



AMERICAN GLADIATORS
GAMETEK



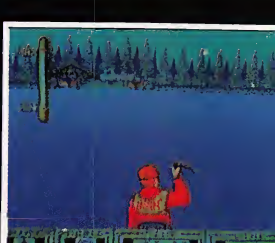
KAWASAKI CHALLENGE
GAMETEK



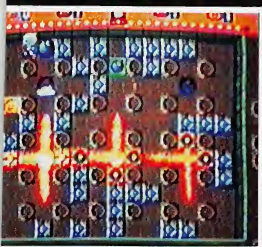
HARLEY'S HUMUNGOUS ADV.
HIGH TECH EXPRESSIONS



TOM & JERRY
HIGH TECH EXPRESSIONS



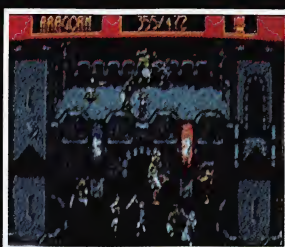
SUPER BLACK BASS
HOT B



UPER BOMBERMAN
HUDSONSOFT



CLAYMATES
INTERPLAY



LORD OF THE RINGS
INTERPLAY



ROCK N ROLL RACING
INTERPLAY



THE LOST VIKINGS
INTERPLAY



ROCKY RODENT
IREM



STREET COMBAT
IREM



JAGUAR XJ220
JVC



SYVALLION
JVC



BRAWL BROS.
JALECO



TUFF E NUFF
JALECO



USA HOCKEY
JALECO



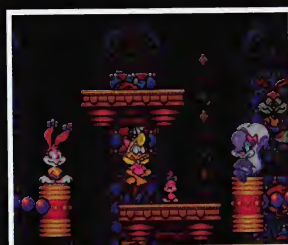
GENERATION 2
KEMCO



FIRST SAMURI
KEMCO



TOP GEAR 2
KEMCO



BUSTER BUSTS LOOSE
KONAMI



BATMAN RETURNS
KONAMI



NFL FOOTBALL
KONAMI



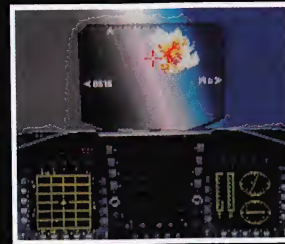
CYBERNATOR
KONAMI



ALIEN 3
LJN



SUPER WRESTLEMANIA 2
LJN



SUPER STRIKE EAGLE
MICROPROSE



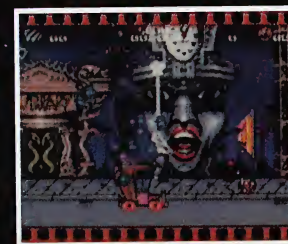
BATTLE CARS
NAMCO



METAL MARINES
NAMCO



POCKY & ROCKY
NATSUME



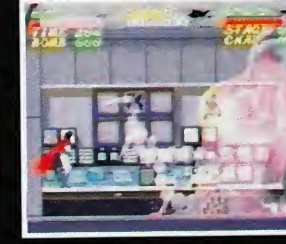
COOL WORLD
OCEAN



UNTOUCHABLES
OCEAN



PUGSLEY'S SCAVENGER HUNT
OCEAN



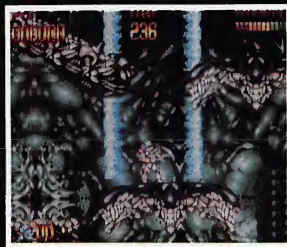
DREAM PROBE
RENOVATION



DOMSDAY WARRIORS
RENOVATION



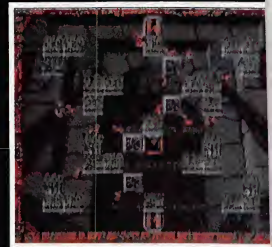
ARCUS ODYSSEY
RENOVATION



SUPER TURRICAN
SEIKA



AQUATIC GAMES
SEIKA



TRODDLERS
SEIKA



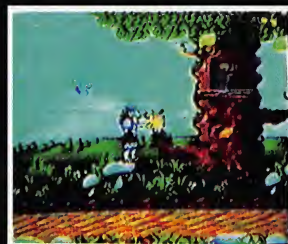
F1 ROC 2
SETA



MUSYA
SETA



WIZARD OF OZ
SETA



KENDO RAGE
SETA



EQUINOX
SONY IMAGESOFT



DRACULA
SONY IMAGESOFT



STAR TREK
SPECTRUM HOLOBYTE



LEGEND OF HEROS 2
SQUARE



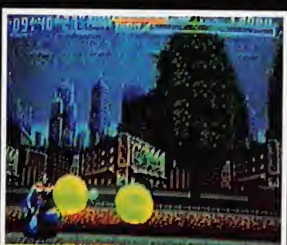
FINAL FANTASY 3
SQUARE



AERO THE ACROBAT
SUNSOFT



SUPERMAN
SUNSOFT



TAZ-MANIA
SUNSOFT



DUCK DODGERS
SUNSOFT



WAYNE'S WORLD
THQ



SONIC BLASTMAN
TAITO



HIT THE ICE
TAITO



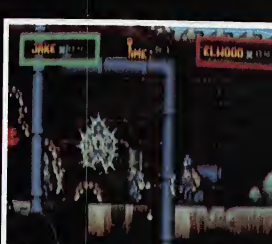
FATAL FURY
TAKARA



SUPER NBA BASKETBALL
TECMO



BLUES BROS.
TITUS



LAMBORGHINI'S CHALLENGE
TITUS



MEGA ROBOT GOLF
TOHO



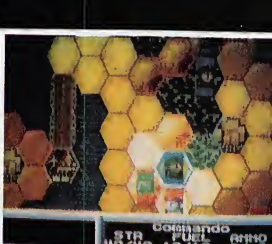
SUPER GODZILLA
TOHO



SUPER BATTLETOADS
TRADEWEST



SUPER CONFLICT
VIC TOKAI



SUPER CONFLICT
VIC TOKAI



GLOBAL GLADIATORS
VIRGIN



SUPER SLAM DUNK
VIRGIN



CAESAR'S PALACE
VIRGIN



SUPER SLAP SHOT
VIRGIN

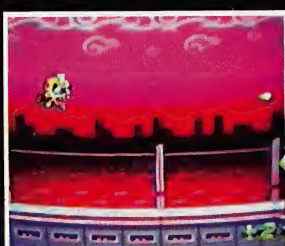
For a relatively new system, there is an incredible amount of quality software available for the SNES and many companies are showing us powers that we never knew the system had. Obviously, with the right programmers, SNES cartridge games can rival just about anything on CD or even in the arcades. And games like Starfox give us new hope for the future. 3D scaling games are now within reach, opening the doors for games such as F-Zero 2 and hopefully a sequel to Hot Wings. Nintendo displayed some of the strongest third party support we've ever seen. It makes you wonder why they need a CD at all, but I'll take it. Hopefully we'll see some absent favorites in June.

TURBO DUAL

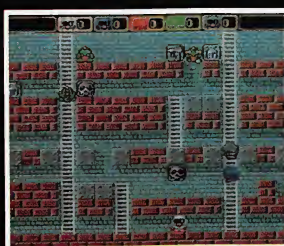
T.T.I. had an extremely strong showing. My personal favorite being the sequel to one of my favorite action/RPG's, Dungeon Explorer 2 looked and sounded incredible. Another surprise was Lords of Thunder, one of the most powerful sequels in recent memory, and then there's Cotton and Riot Zone, and guess what's just around the corner ... ?



AIR ZONK CD
HUDSON



BATTLE LODE RUNNER
HUDSON



BOMBERMAN '93
HUDSON



BOMBERMAN '93
HUDSON



COTTON
HUDSON



RIOT ZONE
HUDSON



LORDS OF THUNDER
HUDSON



DUNGEON EXPLORER 2
HUDSON

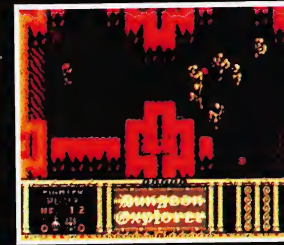


IMAGE FIGHT 2
IREM

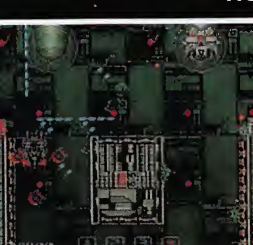
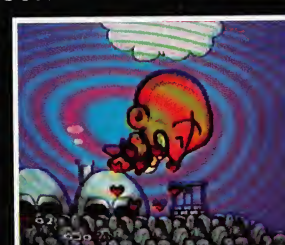
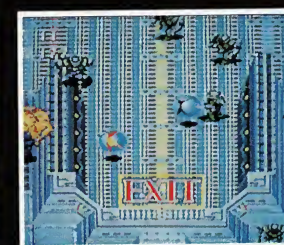


IMAGE FIGHT 2
IREM



BONK 3
HUDSON



GAIN GROUND
NEC AVENUE



BEST OF THE SHOW ... CES WINTER '93



STARFOX IS AWESOME AND SO IS SILPHEED (FOR ABOUT 30 MINUTES) I'LL TAKE ROCKET KNIGHT ADVENTURES.



ONCE I STEPPED INTO THE DOME MY MIND WAS MADE UP. STARFOX ... GAME OF THE SHOW.



WITH ALL THE COOL GAMES AT THE SHOW THE ONE CLOSEST TO BEING AS COOL AS ME WAS STARFOX



YOU DO NOT KNOW THE POWER THAT STARFOX POSSESSES. THIS IS ONLY A FRACTION OF THE SFX POWER AND I STILL THINK IT WAS THE BEST GAME THERE



KID FANTASTIC EATS LIKE A VIKING SO NATURALLY IT'S HIS PICK OF THE SHOW ... BURP!



SINCE CHAMPION EDITION WAS NOWHERE TO BE FOUND, NATURALLY I CHOSE STARFOX. SILPHEED WASN'T BAD EITHER.



STARFOX DOESN'T HAVE ANYTHING ON SILPHEED. I WAS THRILLED WITH THE SMOOTH SCALING AND FRACTAL MOUNTAINS ... STUNNING!



SINCE THIS IS THE ONLY GAME I DON'T HAVE A CODE TO, AND I LIKE A THINKING MAN'S GAME, LEGEND OF HEROS IS MY FAVORITE.

HANDS ON PORTABLES

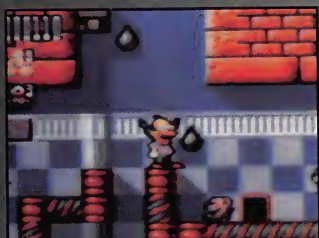
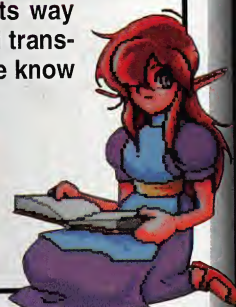
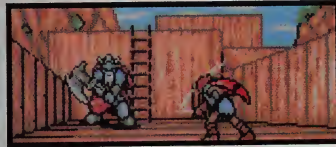
名前	HP	MP	AT	DF
ノイア	20	18	18	12
イオン	0	26	13	12
サビー	27	0	39	22
ドレン	25	24	25	18



© 1993 SEGA



Can you believe it? Shining Force (originally a 12 meg Mega Drive game) has actually made its way onto the Game Gear in Japan. And what's even harder to believe is that it is an incredibly faithful translation. If you're not familiar with this title, it is one of the best strategy/RPG's of all time. Since we know it's coming out here for the Genesis, we hope it shows up on the Game Gear as well. Pleeese!



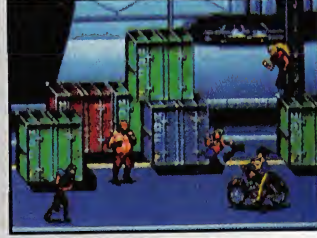
KRUSTY'S FUN HOUSE



ALIEN 3



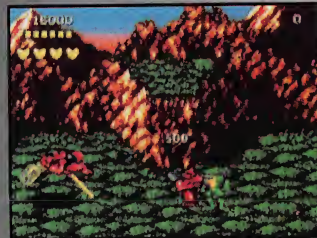
CHASE H.Q.



DOUBLE DRAGON



SPIDERMAN



BATTLETOADS



HUMANS

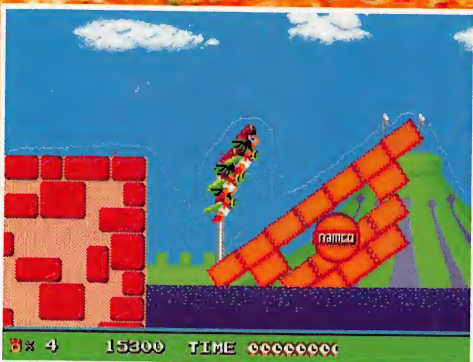


KLAX



Looks like Sega's really pulling it together with the game gear! As if these new titles weren't enough, we saw an incredible Game Gear version of Mortal Kombat at the CES that you'll have to see to believe. The version shown here is extremely early, but look at those characters! On Game Gear? Oh yea, you can link up for two player action.

THE GRAVEYARD



If you're into long Mario-style action games full of warps and wacked out bosses then this month's Graveyard had dug up a game you should not miss... Namco's arcade translation of Marvel Land. Although the character is small, the huge backgrounds and incredible diverse game play make this game super fun and challenging. You'll also experience some excellent rotation seldom seen on cartridge and the bonus rounds (pictured below) is like a trip to Disneyland! Although the control takes some getting use to it's well worth it as this game should last you quite a while. A password feature is included

so that you can pick up from anywhere in the game. The one thing I would recommend is that you at least hook up with audio/video, but if you get your hands on some RGB cables you'll enjoy this game a whole lot more as the detail really comes out. Either way, the next time that inevitable dry spell hits (and it will I can tell you) Marvel Land is one game that will help get you through. Cya next month in the Graveyard



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Kawasaki Challenge
Uncharted Waters
Batman Returns
Dragon's Lair
King Arthur
Death Valley Rally
On the Ball
NHLPA Hockey
Tom & Jerry
Chester Cheetah
Super Strike Eagle
Gunforce
Spindizzy
Firepower 2000
Wing Commander
Cal Ripken
Pushover
GODS
Spiderman & X-Men
Pro Quarterback
Chuck Rock
Equinox
Super Star Wars
Super Goal
NBA Allstars
Cybernator
Out of this World
Super High Impact

SUPER FAMICOM

Elfaria
Elnard
Fatal Fury
Gunforce
SD Battle Soccer
Ranma 1/2 part 2
Exhaust Heat 2
Combatribes
Rushing Beat Ran
Final Fantasy V

GENESIS

Tyrants
Dolphin
PGA 2
Breach
Chakan
Tailspin
Road Riot
Strider 2
Outlander
Flintstones
Lightning Force
Toxic Crusaders
Double Dragon III
Roger Clemens
T2 Judgement Day
Sorcerer Kingdom
Power Monger
Chest Cheetah
Bio Hazard Battle
Captain America
World of Illusion
Metal Fangs
Super Battletank
Super WWF
Shadow of the Beast2
Global Gladiators
Ali Boxing
Risky Woods
Lotus Turbo Chal.
Ind-Jones Lst. Crsd
Batman Returns
Road Rash II
EX-Mutants
Hit the Ice
Turtles
Sunset Riders
Humans

MEGA DRIVE

G-Loc
GODS
Shinobi 2
Metal Fang
Majin Saga
Power Athlete
Junker's High
Double Dragon
Shinobi 2
Shining Force

SEGA CD

Batman Returns
Montana NFL
Night Trap
Hook
Terminator
Wonderdog
Rise of the Dragon
Chuck Rock
Monkey Island
Willy Beamish
Wolfchild
Dungeon Master
Sewer Shark
MEGA CD
Annette Again
Road Blasters
Final Fight
Afterburner 3
Time Gal
Nobunaga & His Ninja Force



LYNX
Dirty Larry
Steel Talons
Pit Fighter
Raiden
Rolling Thunder
Cabal
Dracula
Ninja Gaiden 3
Eye of the Beholder
Full Court Press

TURBO GRAFX

Shock Man
Hit the Ice
Air Zonk
Dead Moon
Samurai Ghost
Soldier Blade
TURBO DUO
Forgotten Worlds
Shapeshifter
Prince of Persia
Camp California
Dragon Slayer
Loom
Shadow of the Beast

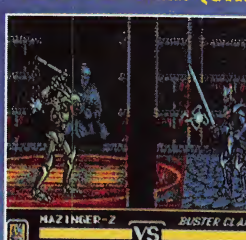


PC DUO
Ranma 1/2
Gain Ground
Snatcher
Cocoron
Image Fight 2
Gradius 2
Snow Brothers
Monster Maker
Super Darius 2
Dragon Slayer 2
Moto Rotor MC
Bonanza Brothers

NEO GEO
Art of Fighting
World Heroes
Viewpoint



ROAD RUNNER (SNE)



MAJIN SAGA (MD)



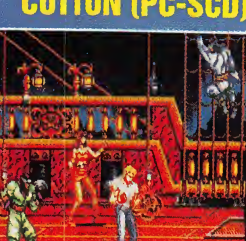
GRADIUS 2 (PC-SC)



GAIN GROUND (PC-SC)



COTTON (PC-SCD)



STREETS OF RAGE 2 (GEN)

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C.O.D.'s Welcome!



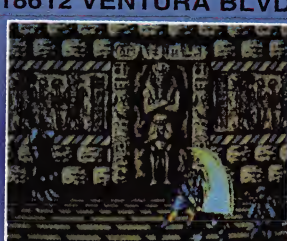
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TURTLES (GEN)



ANNETTE AGAIN (MEGA CD)



ART OF FIGHTING (NEO)



Welcome to Other Stuff #4 where you'll read the facts not fiction. Some of the other mags have made some major mis-
es in their international coverage (if you can call it coverage) and our Japanese correspondent has expressed some major
cern. Most third party companies in Japan are aware of U.S. coverage on import titles and do not appreciate these miscon-
tions. So without naming names, here are some facts:

First of all, Golden Axe 3, Thunder Force V, and Shining Force 3 are NOT available on Mega CD. Golden Axe 3 is a car-
ge due out in March, Thunder Force V is not even announced, and Shining Force 3 is not even being considered as they are
rently working on part 2.

Second of all, Wolfteam is NOT making Starblade on Mega CD, and their are absolutely NO plans for Galaxian 3.
fteam's last LD game was Road Blasters and their are currently no LD game translations being considered at Wolfteam.

And Third, Lunar 2 is NOT in development. It is being considered but that's it right now. Game Arts is still concentrating
the completion of Silpheed. And Finally, Time Gal is NOT available now in the U.S. Telenet is considering a U.S. version but
license has not yet been picked up. We don't mean to bag on the other mags but we feel it is unfair for you to get your hopes
for something that doesn't even exist. We work hard to bring you up to date honest news from Japan, we travel there very fre-
ently, and our sources are extremely reliable. Maybe if those other guys want some good information they should read Game
n. Oh ya ... one more thing, If I hear that Atari's got a 64 bit system for \$99 one more time, I'm gonna hurl! And how about this
e, 64 bit Nintendo CD that plays Game Boy games (oh, ya right). And Mortal Kombat won't be at the CES ... right? ... wrong! It
s all over the place. Genesis, SNES, and even Game Gear. I could go on and on, but I have some actual reporting to do.

Here's some news on the Neo Geo. 3 Count Bout will have between 70-80 meg, will have 8 characters, and is due out
und late march. Art of Fighting 2 is due out Summer '93 and could be as much as 150 meg, this may also be an entirely differ-
game. Magician Lord 2 is due in the 2nd half of '93 and will be over 100 meg. Crystalis will be released 4th quarter of '93 and
l approach 200 meg. There is a first person perspective driving game from SNK due out sometime in '93. Alpha Denshi,
merican Sammy, Wave, Sunsoft, and Visco are all developing games for the Neo Geo, and additional third party developers will
bably be announced in our next issue. Official announcements on the SNK CD Rom will be told this spring. Early reports say
t SNK wanted a Neo Geo add on but Sony had reservations concerning the price of such a peripheral, and is studying the
ssibility of making a lower cost SNK CD system. Some titles will be released for CD and Neo Geo cart simultaneously. Info on
ce and specs is about as water tight as a frogs butt at this moment.

other news ...

Sega is bringing out Shining Force and Landstalker this year ... Good choice. More good news from Sega is Virtua, the
tual reality peripheral for the Genesis. We got to put it on at the show and let me tell you, this is awesome Virtual Reality! Sega
s done it right. With an active matrix screen, now you can plug your AV cables from your Genesis into the side of your head
d be transformed into the game. Look up, down, left, or right, it's all smooth graphics. Look for Virtua this fall.
e best Sega news from Japan right now is that Power Drift will finally come out on CD this year. It won't be perfect, but it will
ve scaling and rotation and come close to the arcade experience. Another exciting announcement is that Sonic 3 is already
ing discussed, and Wolfteam's got some new CD technology (see opposite page) that will knock your socks off! And Fantasy
ar IV will now be 16 meg (originally announced 8) Oh ya ... I can't forget about Michael. Ye airbrushed buddy, Mr. Jackson
cently visited Sega of Japan to discuss his next game. As soon as we find out what it is we'll let you know.

ow for some Nintendo news ...

We scoped out Seta's Nosferatu at the show, and it looks way good. Look for it Fall this year (16 meg). Other new
nouncements include Gdleen for Nintendo CD featuring complete voice (no text!), Super Ninja Gaiden, Super Megaman, Super
ero Racing, (SFX ... Zoom!), and Aladdin by Capcom. Next month we'll give you actual specs on the Nintendo CD, but here's
me early facts. Processor: 32 bit RISC CPU (NEC V810) running at 21 mhz. 2x access speed, 12 meg of ram, and the games
e encased (similar to optical discs). I thought Starfox was awesome, but this CD is serious stuff ... Priced right.

Wait a second! This just in. Sega may (almost definitely) bring out Art of Fighting for Sega CD! And Fatal Fury 2 by Takara,
ay be on it's way for the SNES. And for the Duo, John Madden '93 has been announced. By the way, T.T.I. had a strong show and
at 32 bit system is a monster waiting in the closet, look for it around November in Japan. We had a ton of 3DO info, but unfortunat-
I'm out of space. We'll do an in depth next issue. So I'm done for now, so look at the pictures! See you next month in Other Stuff.



It's the one we've all been waiting for. Sonic CD will make it's debut in Japan this March.



SUPER PROBOTECTOR ALIEN REBELS

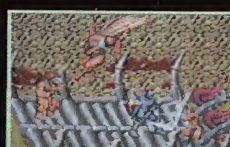
Check out the German version of Contra Force, Probotector. If you're a Contra fan this one's a real collector's item. It may be hard to find, but it's worth it ... cool characters.



GOLDEN AXE III



Here's the sequel all us Sega gamers have been waiting for. It's the all new 8 meg Golden Axe III. Not only is the game longer and graphically better than it's predecessors but check out the awesome new characters. Luckily it's not based on the boring new arcade version. This is an all new adventure!



THE NINJA WARRIORS

Look what we got. Just before we went to print on this issue our early ROM of Ninja Warriors for Mega CD showed up. We didn't have time to do the whole layout but we just couldn't resist showing you a few preliminary shots. One thing for sure though, it's exact to the arcade version with the option of either arranged or arcade music. And there's even a cool Zuntata mini movie included. So if you're a fan of Ninja Warriors (as we are) tune in next month for an awesome spread on one of Taito's best accomplishments.





These are two actual 3DO screen shots. Unfortunately, these are the only ones we are allowed to show. We'll have a full preview next month.



LaserActive™ — a new wave sweeping through the entertainment world



Yet another new system on the horizon. Pioneer's Laser Active plays both Sega and Turbo CD's as well as all new Mega LD titles (as shown above) on both 8" and 12" Laserdisks. More next month.



Check out Sega's awesome new Virtual Reality system Virtua. This stunning new peripheral uses an Active Matrix screen to put you in the game like never before. This is full on Virtual Reality.



A new generation in CD gaming is taking off. Wolfteam's brand new concept in CD technology is shown here in the game Apros. From beginning to end it's all computer graphics. Although Wolfteam is known for their Mega CD development, no format has been announced. Early rumors indicate compatibility on numerous formats.



© Japan Telnet/Wolfteam



Super Mario Bros. the movie hits theaters this coming May. You may have thought this would be a kiddie flick, but no way! Check out Dennis Hopper and his Goombas and Bob Hoskins as Mario. This movie looks HOT. Don't miss it.



© Light Molecule/Allied Filmmakers



My brother Mario is on his way with a new sequel. I hope he has a rotten time!



© 1993 SNK of Japan

It's always, when a hot game comes out in Japan there's always a commercial to go with it. Here's some footage from the incredible Fatal Fury 2 commercial. Hey, Why don't we have these over here?



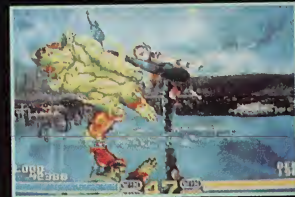
Up to 4 players can play simultaneously in Konami's new side scroll action game Mystic Warriors.



Dynasty Wars 2 by Capcom is one of the first arcade games to include Q Sound. Excellent graphics and great game play definitely make this one worth a quarter!



New In Japan is Sega's 32 bit fighting game Dark Edge. Fight to the death in an actual 3D environment! Look for this incredible new fighting game to make it's U.S. debut soon.



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Superman

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Chester Chetah
Power Moves
NBA All Stars
Equinox
Cybernator
Tiny Toons
Batman Returns
Lethal Weapon 3
Dragon's Lair
Harley's Adventure

NEO GEO

Veiwpoint
Art of Fighting
Sengoku 2
SEGA CD
Wolfchild
Jaguar XJ220
Chuck Rock
Hook
Montana Football
Batman Returns
Dungeon Master
Rise of the Dragon

GAME GEAR

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Double Dragon
Terminator
TURBO
Summer Assault
Time Cruise
Samurai Ghost
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THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAZY!!

Dear Game Fan!

Though your mag is tough to get here in Germany, I managed to get my hands on your first three issues and I'd like to say: it's totally awesome! Keep up the good work!

I also have a few questions for you:

1) In the Golden Megawards choice "Lunar - The Silver Star" was mentioned as one of the best imports of 1992. Please! please! Include a preview of this fantastic looking RPG for the Mega CD in one of your next issues and tell me when it'll be released in the U.S.

2) Because of the obvious lack of RPG's for the Genesis and Super NES I'd like to see a coverage of all these great looking Japanese RPG's in a following issue of your mag (perhaps with information about the probability to be released in the U.S.).

Sincerely,
Christian Hepp
Wesselsheim, Germany

Postmeister:

Dear Christian,

We really appreciate the kind words about our mag, especially since you're in Germany where there are already some quality publications. We are working on getting more Game Fan's into Europe since we know you guys are hardcore gamers. As for Lunar, that I've heard is that originally, Virgin was looking at it, but supposedly was out-bid by Sega themselves. This was back in October '92. Since then I haven't heard much, but after playing and finishing Lunar I can tell you somebody will definitely bring it out very soon. However, for now you'll have to wait with our 2 page spread coming in our next issue. And I promise you that as we go up in pages we will be bringing you more and more import RPG's, there is a definite shortage in America and Europe like, and hopefully, we'll make a difference and more of these imports will make it over here and there. Talk to you soon.

Dear Game Fan Staff,

Issue two keeps what works and helps loose what doesn't... way to go! The best thing I've noticed about your Magazine is that it tells me about some different system options. I own the NES, SNES, Gameboy, Master, Genesis, Game Gear, Turbo Duo, and Lynx systems (along with many pre-1985 systems), and bought more than 35 games in the past year just counting 8 bit and 16 bit games (mostly action/adventure). When a new version of Forgotten Worlds was announced, I didn't just want to hear

"Thumbs Up" or "Thumbs Down" in general, but how it stacks up to my Genesis version (you said it doesn't and saved me money and time). I hate buying the exact game for more than one system when only cosmetic changes were made, or worse, buying the lowest quality version of a much copied game like Paperboy or Prince of Persia.

Keep delivering the straight talk and my subscription.

Michael Powell
Columbus, Ohio

Postmeister:

Dear Mike,

You're the kind of enthusiast gamer that we're writing to. It's nice to see that that our format is working and you're saving some money. There's no place in this industry for bad games, and I can assure you that no matter how big we get we will continue to bag on companies that release these \$60 black holes. We feel that there are enough quality companies out there to keep us going. So you may not see as many ads in Game Fan as the other guys, but what you will see is more coverage on good games. Let the other guys cover the bad ones. Thanks for the note, talk to you soon.

Dear Game Fan Staff,

Finally, a real Magazine that tells it like it is. Unlike the other magazines that review their games not for their graphics, music, and playability, but for how much they're paid by the development company. Also you're not afraid to rate the newer Neo Geo games (I don't want to mention names, but they're as easy as _._._), unlike the other guys who won't rate them because they're too good to be rated as 5's and

6's, and us readers would revolt. Of course the games they won't review are: Art of Fighting, Viewpoint, World Heroes, Baseball Stars 2, etc. All of which have already been reviewed by Die Hard Game Fan, and after only 3 issues! Watch out _._._, there's a new mag in town and it's kicking *@#* and taking names. So I guess if you want it all (great photographs, early releases, and no bull), there's only one choice and that's Die Hard Game Fan!

Keep up the good work and please don't let us loyal gamers' down!

Thanks,
Paul Ganskow
Lake Jackson, Texas

Postmeister:

You know, Paul, I could never figure out why none of the other magazines did in-depth reviews on Neo Geo games. It is an incredible system and it is extremely fun to cover. So it's expensive ... it's not like there's nobody out there who's got the money. Enthusiast gamers will always find a way to enjoy the best. (Drive a Toyota, own a Neo Geo, drive a Vette own a GameBoy) The fact is, there are thousands of Geo owners out there and they deserve quality coverage and we're going to give it to them. Not only that, but SNK is going into CD-ROM development. That means cheaper games. Watch all the other magazines jump on the band wagon when that happens. Just remember, we were the first.

The Postmeister got loose this month and ate all our controllers so we're all really depressed, so write him more letters or we'll have to send Monitaur in there to work him over, cuz he's CrAZY!

See ya' next month!

The Postmeister



THE SCHEDULE

GENESIS

JAN.

Micro Machines	Drv.	Camerica
Chakan	Act.	Sega
Double Dragon III	Act.	Flying Edge
Roger Clemens	Spt.	Flying Edge
George Foreman	Spt.	Flying Edge
Rolo to the Rescue	Act.	EA
Chester Cheetah	Act.	Kaneko
Tyrants	Stg.	Virgin
Batman Rvng. Joker	Act.	Sunsoft
Jeopardy	Ent.	Gametek
American Gladiators	Spt.	Gametek
Humans	Pzl.	Gametek
James Bond 007	Act.	Tengen
Paperboy 2	Act.	Tengen
Sorcerer Kingdom	Rpg.	Am. Sammy

FEB.

Mohammed Ali	Spt.	Virgin
NBA Allstar Chng.	Spt.	Flying Edge
PGA Golf II	Spt.	EA
Battletoads	Act.	Tradewest
Flintstones	Act.	Taito
Keeper of the Gate	Act.	Razorsoft
F-15 Strk Eagle II	Sim.	Microprose
Terminator 2 Jdg. Day	Act.	Flying Edge
Amazing Tennis	Spt.	Absolute
Seven Cities of Gold	Adv.	EA

SEGA CD

JAN.

Jaguar XJ220	Drv.	JVC
MYOV C & C Music	Ent.	Sony
Monkey Island	Adv./Rpg.	Sony
Dungeon Master	Rpg.	JVC
MYOV INXS	Ent.	Sony
Willy Beamish	Adv.	Sierra

FEB./MAR.

Terminator	Act.	Virgin
Batman Returns	Act./Drv.	Sega
Rise of the Dragon	Adv./Rpg.	Sega
Road Avenger	Drv.	Renovation
Dracula	Act.	Sony

SUPER NES

JAN.

Equinox	Act./Adv.	Sony
Hunt For Red Oct.	Str.	HTE
Cal. Games II	Spt.	DTM
Pugsley's Scavenger Hunt	Act.	Ocean
Uncharted Waters	Rpg.	Koei
Be Be's Kids	Act.	AMR
Tiny Toons	Act.	Konami
NBA Basketball	Spt.	Tecmo
Dungeon Master	Rpg.	JVC
Dragon's Lair	Act.	Data East
Aerobiz	Stg.	Koei

FEB.

Alien 3	Act.	LJN
Harley's Humongous	Adv. Act.	HTE
Battle Blaze	Ftg.	Am. Sammy
Might & Magic II	Rpg.	Am. Sammy
Terminator II Arcade Str.		LJN
Terminator II Jdg. Day	Act.	LJN
Sim Earth	Sim.	FCI
Sonic Blastman	Act.	Taito
Cool World	Act.	Ocean
Radio Flyer	Str.	Ocean
Utopia	Stg.	Jaleco
Super High Impact	Spt.	Acclaim
Super Strike Eagle	Sim.	Microprose
King Arthur's Quest	Pzl.	Jaleco
Power Punch 3	Ftg.	Amr.

NEO GEO

JAN./FEB.

Super Side Kick	Spt.	SNK
Fatal Fury II	Ftg.	SNK

TURBO GRAFX

JAN./FEB.

Buster Bros. (CD)	Act./Pzl.	TTI
Darkwing Duck	Act.	TTI
Legend of Hero Tonma	Act.	TTI
Lords of Thunder (SCD)	Str.	TTI
World Sports Competition	Spt.	TTI

LYNX

JAN./FEB.

Rolling Thunder	Act.	Atari
Cabal	Act./Str.	Atari
Pit Fighter	Fgt.	Atari
Raiden	Str.	Atari
Double Dragon	Fgt.	Telegame
Lemmings	Pzl.	Atari
Jimmy Connor's	Spt.	Atari
Battle Zone 2000	Act.	Atari
Dino Olympics	Spt.	Atari
Ninja Nerd	Act.	Atari
Ninja Gaiden 3	Act.	Atari
Asteroids/		
Missile Command	Str.	Atari

GAME GEAR

JAN./FEB.

Humans	Pzl.	Gametek
Terminator	Act.	Virgin
Wheel of Fortune	Ent.	Gametek
David Robinson	Spt.	Sega
The Majors Pro BB	Spt.	Sega
Home Alone	Act.	Sega
Def of the Oasis	Rpg.	Sega
Chakan	Act.	Sega
Double Dragon	Act.	Virgin

Act. Action	Pzl. Puzzle
Str. Shooter	Sim. Simulation
Drv. Driving	Ent. Entertainment
Spt. Sports	Fgt. Fighting
Rpg. Role Playing	Stg. Strategy
Edu. Education	Adv. Adventure

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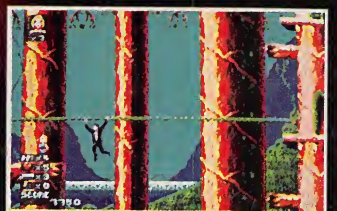
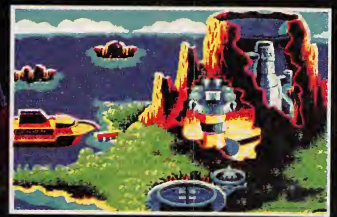
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